SEGA Touring Car Championship

for SEGA SATURN®

81216

SEGA Racing™

KIDS TO ADULTS
T
CONTENT RATED BY ESRB

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 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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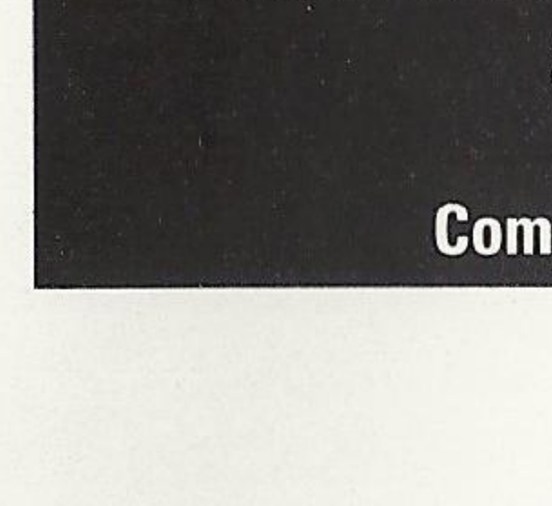

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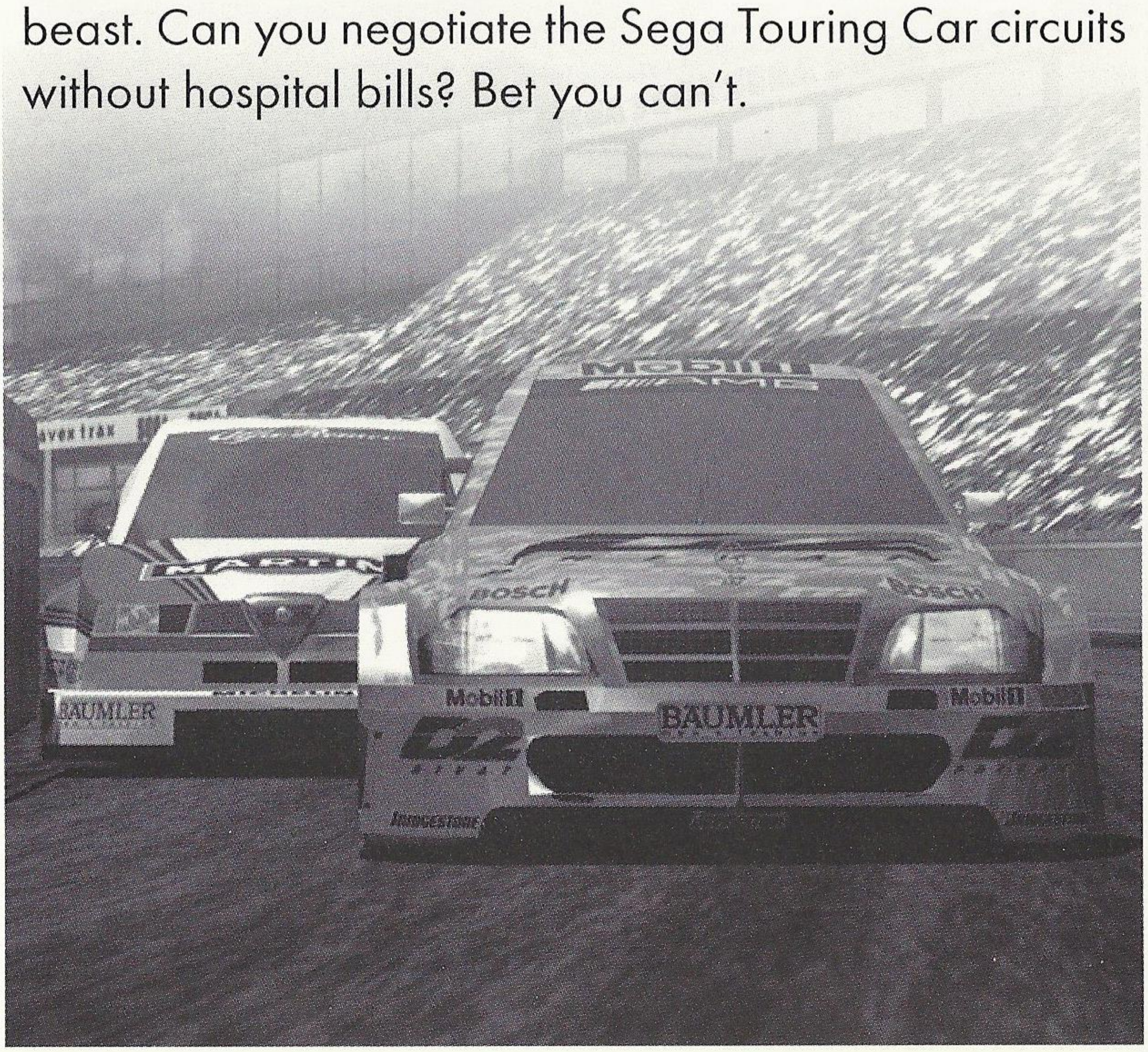
Don't be a LOSER

Welcome to the world of Touring Car racing. The cars you'll be driving have been designed and tested according to strict Touring Car regulations. Each car's body, engine, transmission, suspension, wheels and tires have all been precisely engineered and assembled to produce some truly beautiful yet fierce machinery.

The world is divided into three types of people: those who watch, those who do and those who do well.

If you've got the guts, this is your chance to get behind the wheel of a Touring Car in an attempt at taming the beast. Can you negotiate the Sega Touring Car circuits without hospital bills? Bet you can't.



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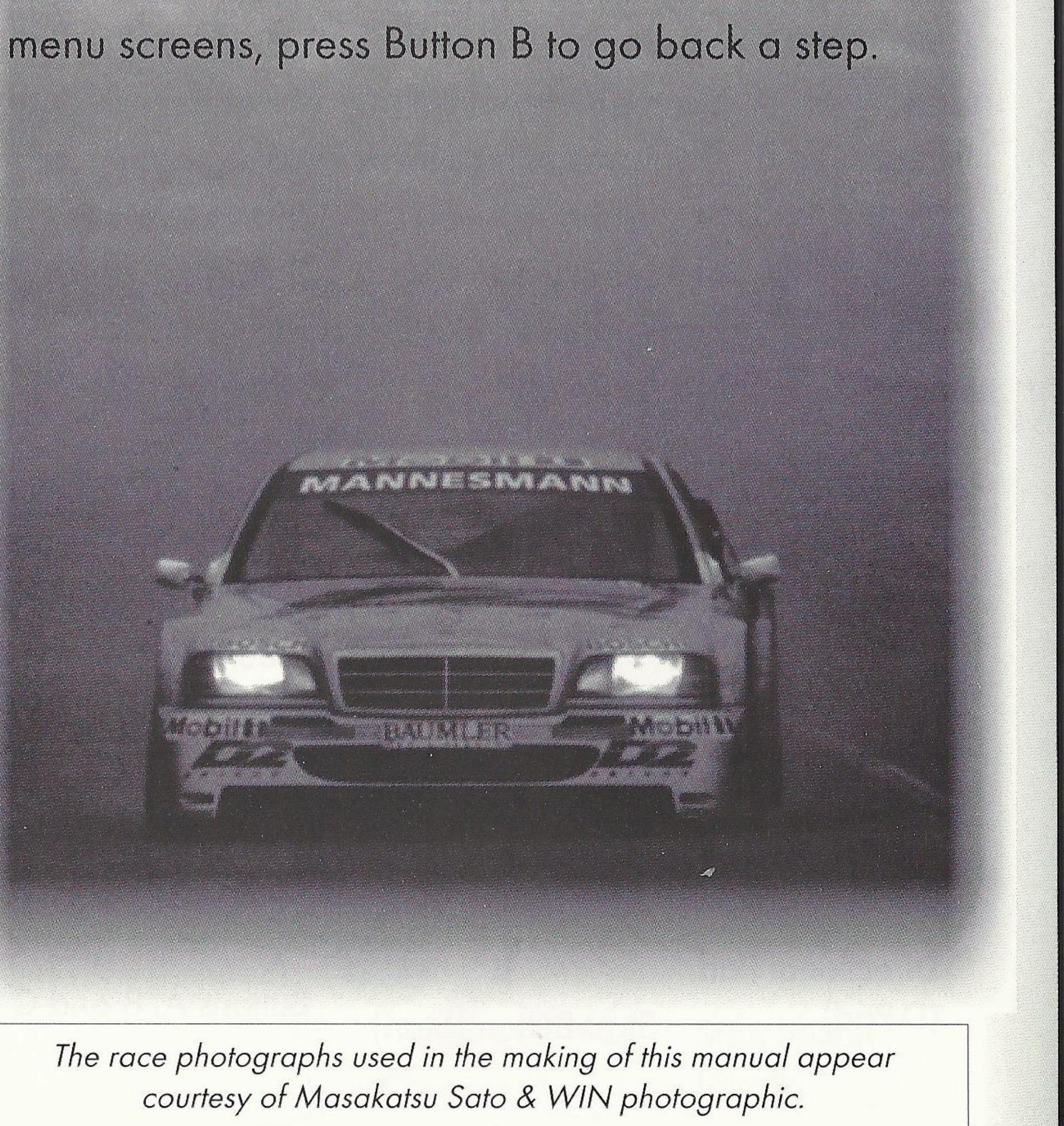
Notes

Throughout this manual, the term "Confirm Button" refers to Button A, C or Start. Press a Confirm Button to confirm a selection.

Press Buttons A, B, C and Start simultaneously at any time in order to return to the *Sega Touring Car Championship*™ introductory sequences.

In menu screens, press Button B to go back a step.



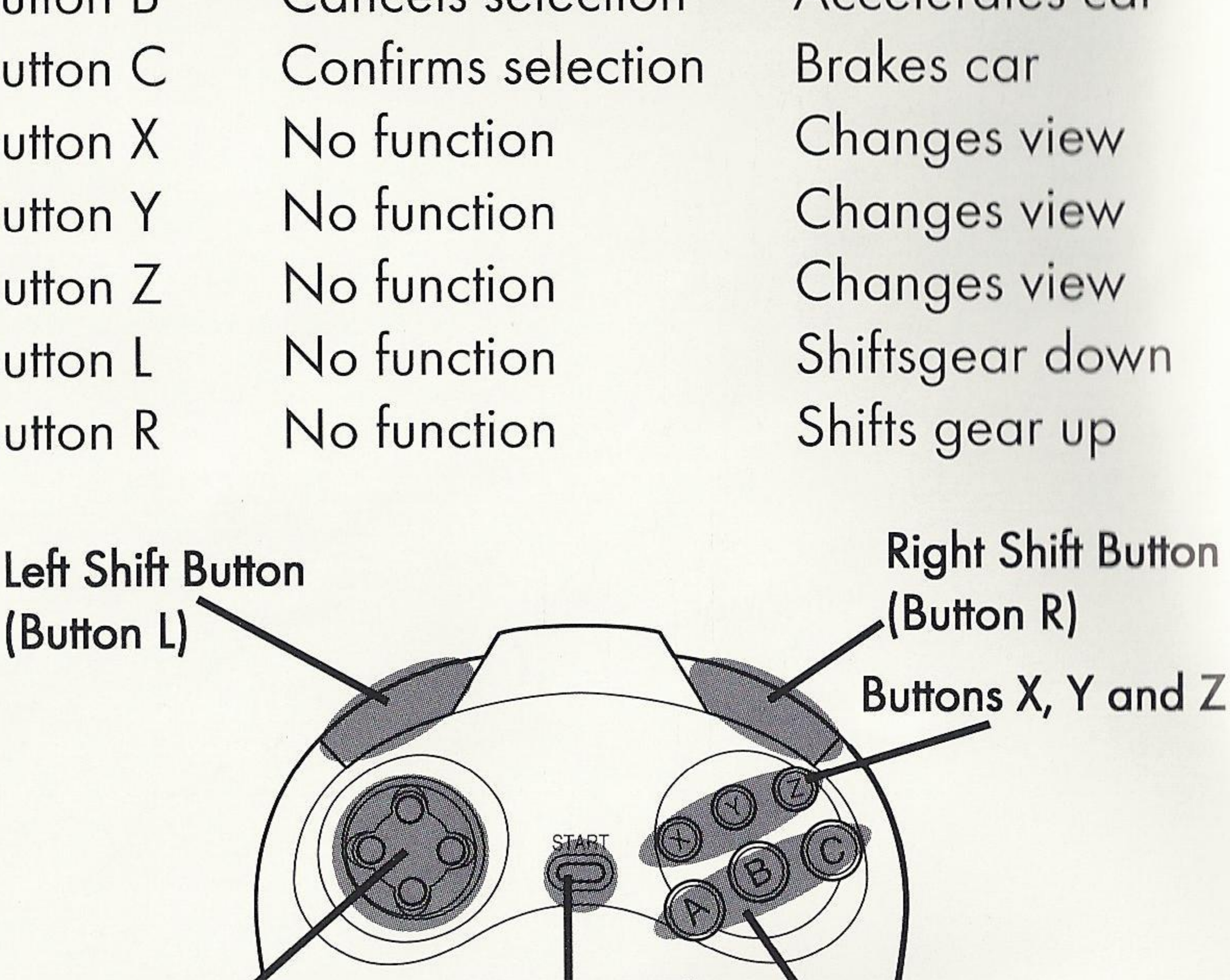
The race photographs used in the making of this manual appear courtesy of Masakatsu Sato & WIN photographic.

Take Control!

The following section describes the *Sega Touring Car Championship* default (TYPE A) control configurations. To change your control configuration, see the Key Config section on page 22.

Sega Saturn Control Pad™

Button	Pre-game	During Play
Start	Confirms selection	Pauses game
D-Pad	Highlights option	Steers car
Button A	Confirms selection	Brakes car
Button B	Cancels selection	Accelerates car
Button C	Confirms selection	Brakes car
Button X	No function	Changes view
Button Y	No function	Changes view
Button Z	No function	Changes view
Button L	No function	Shiftsgear down
Button R	No function	Shifts gear up

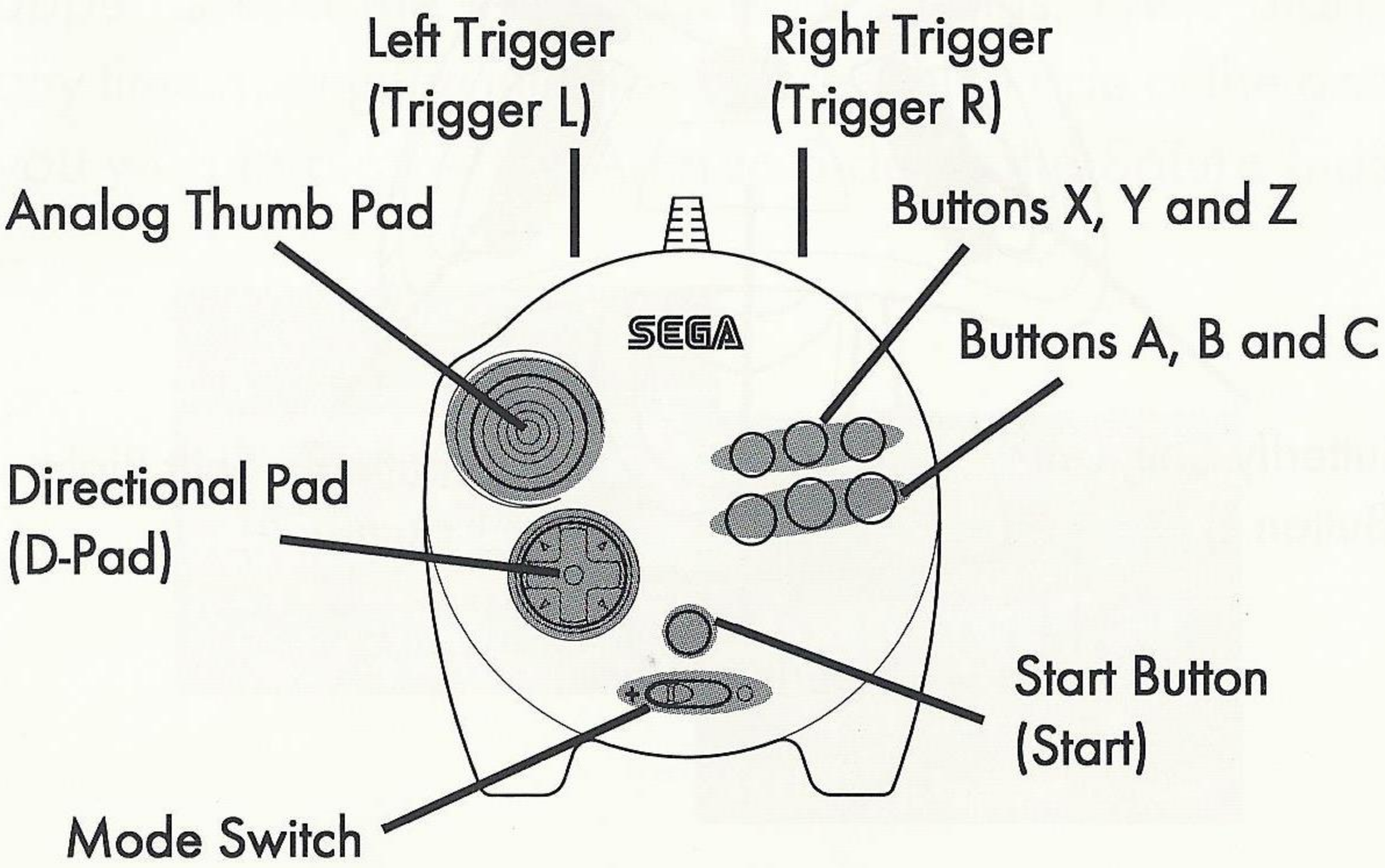


Sega Saturn 3D Control Pad™

Button	Pre-game	During Play*
Start	Confirms selection	Pauses game
Analog Thumb Pad	Highlights option	Steers car
D-Pad	Highlights option	No function
Button A	Confirms selection	Changes view
Button B	Cancels selection	Shifts gear up
Button C	Confirms selection	Shifts gear up
Button X	No function	Changes view
Button Y	No function	Shifts gear down
Button Z	No function	Shifts gear down
Trigger L	No function	Brakes car
Trigger R	No function	Accelerates car

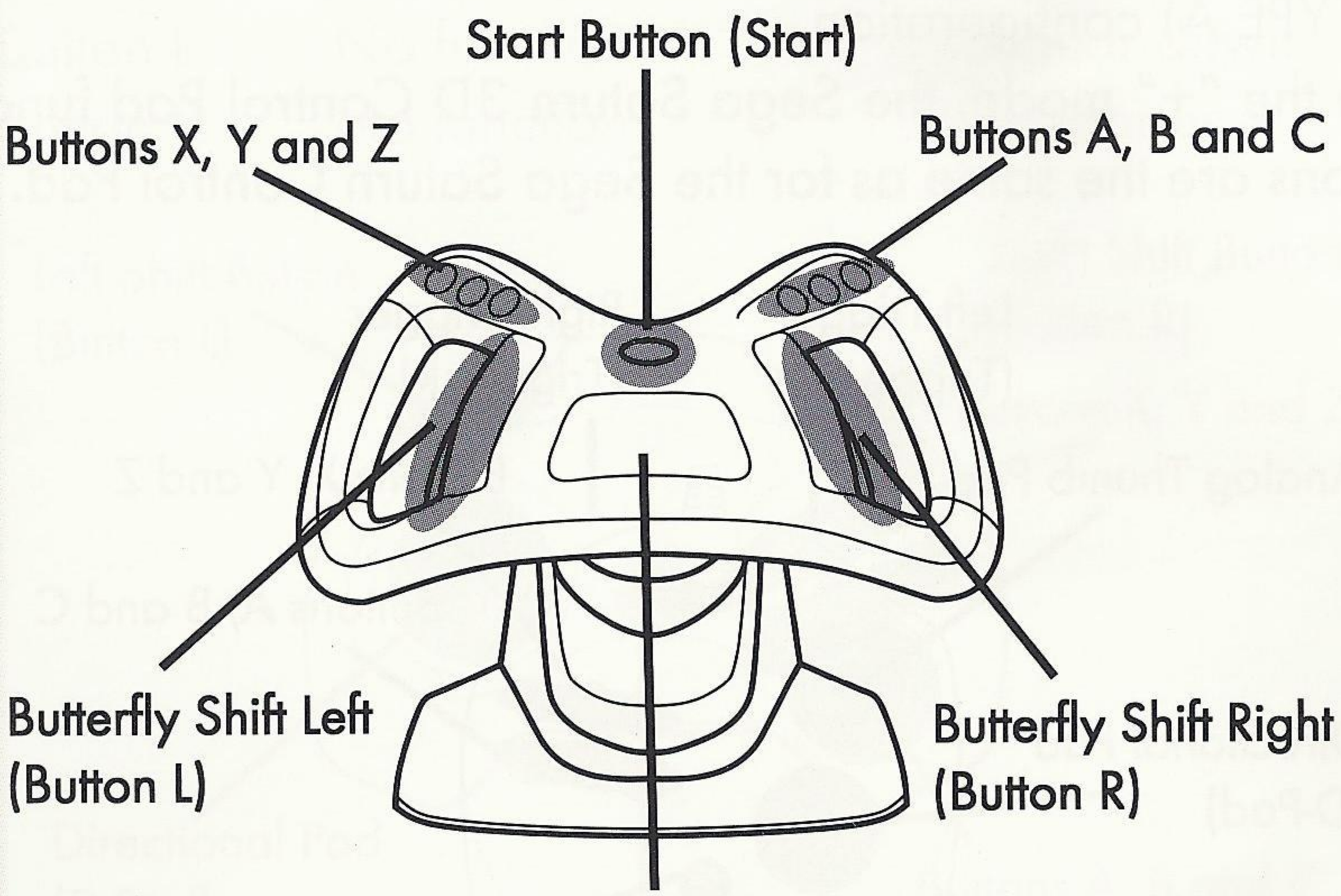
*This configuration refers to the "O" mode default (TYPE A) configuration.

In the "+" mode, the Sega Saturn 3D Control Pad functions are the same as for the Sega Saturn Control Pad.



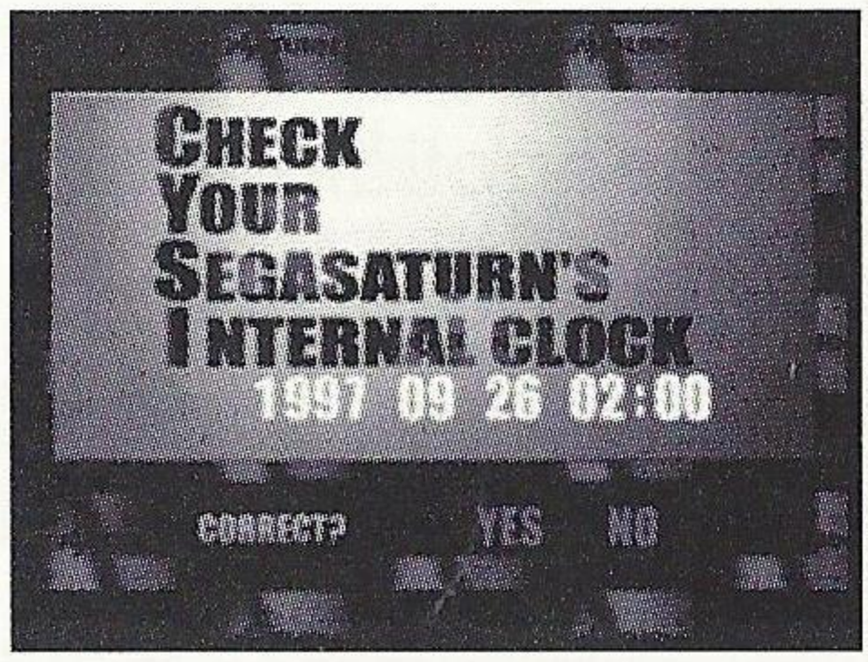
Sega Saturn Arcade Racer™

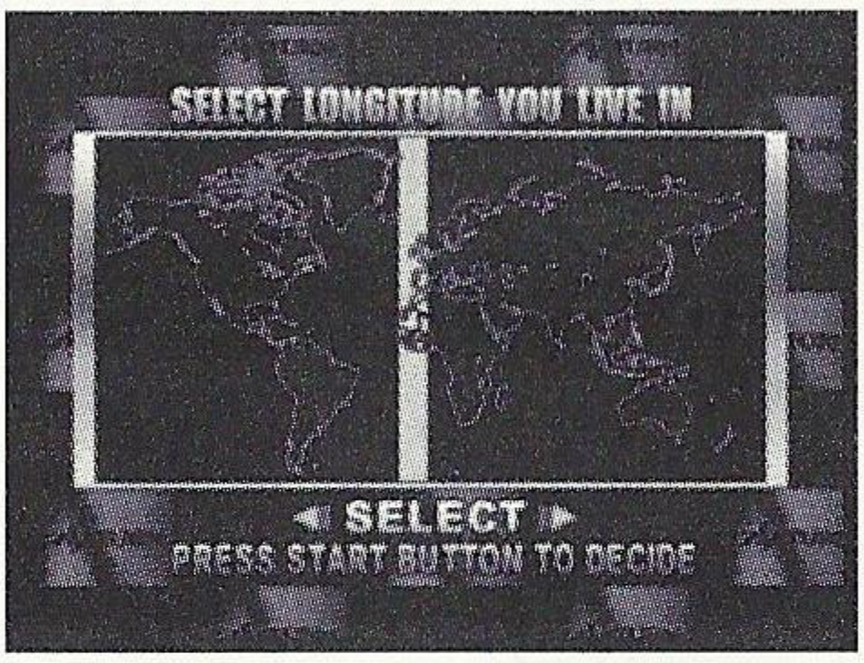
Button	Pre-game	During Play
Start	Confirms selection	Pauses game
Steering Wheel	Moves highlighter LEFT/RIGHT	Steers car
Button A	Confirms selection	Changes view
Button B	Cancels selection	Light Acceleration
Button C	Confirms selection	Accelerates car
Button X	No function	Changes view
Button Y	No function	Light Braking
Button Z	No function	Brakes car
Button L	Moves highlighter UP	Shifts gear down
Button R	Moves highlighter DOWN	Shifts gear up



Getting Started

The first time you play *Sega Touring Car Championship*, you are asked to set the current time and your location, so that your Saturn is correctly calibrated for the STC Global Rankings (see pages 26-31).



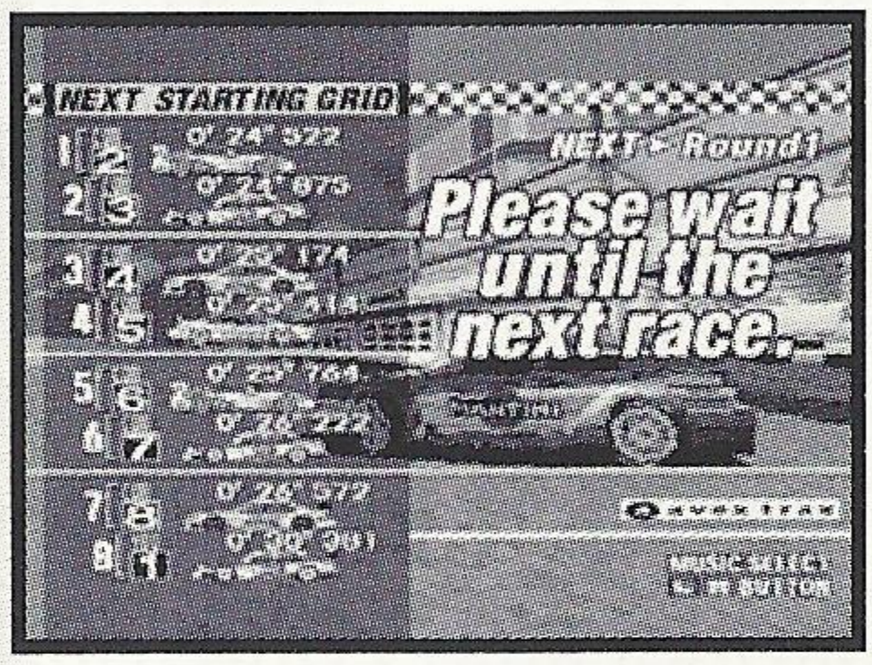


First you are asked to correct the internal clock if necessary. Next, a world map appears. Press the D-Pad LEFT or RIGHT to highlight your international time zone, and press Start to select it.

Once this initial setup is complete, the Sega Sports Logo appears and the intro sequence begins. Press Start at any time during the intro to choose which side of the game you wish to play – the Arcade Side or the Saturn Side.

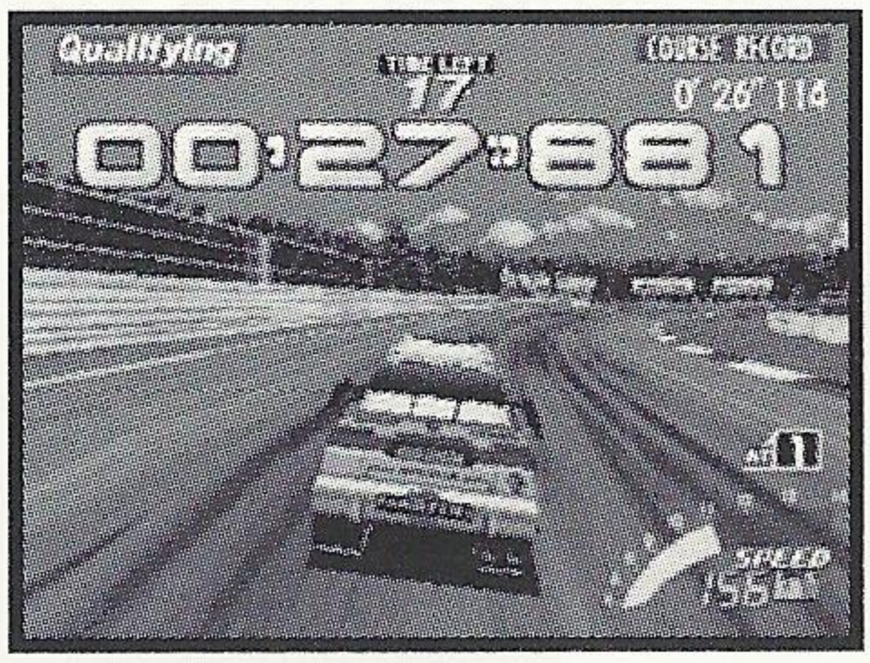
Championship Mode (Arcade Side, Saturn Side)

Championship Mode is where the serious racing takes place. First of all, you enter a qualifying heat in which you negotiate the Country Circuit. Finish the course before the clock runs down to get a place in the first race. The quicker you finish, the higher up in the grid you'll be placed. It's just you against the clock, so concentrate on keeping a smooth line and cool head.



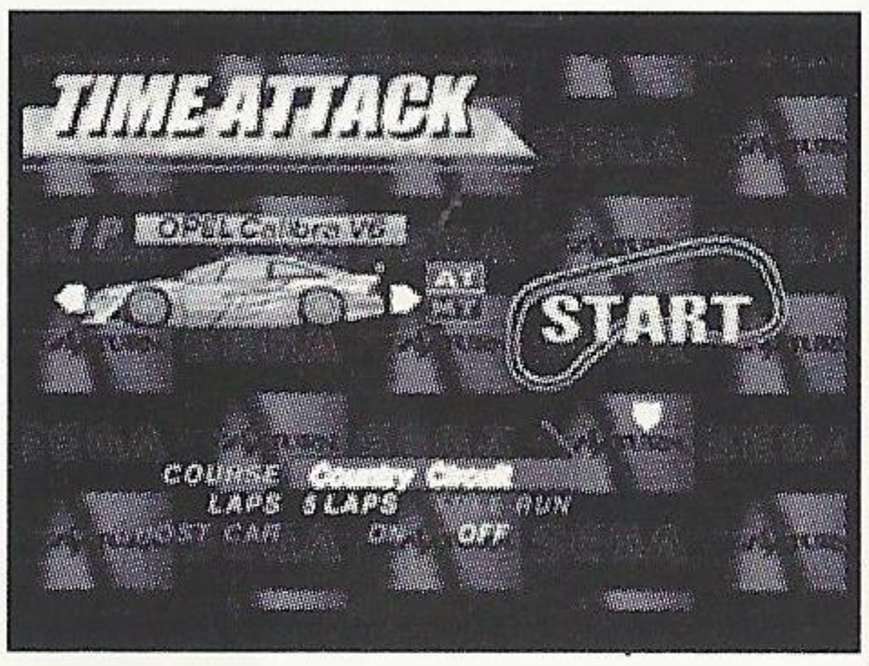
If you manage to qualify, you'll be placed on the starting grid along with seven other equally hungry computer-controlled drivers. As your car enters the course for the race (and any further races you qualify for), you can see where you've been placed on the grid and the race time that got you there. Press the LEFT or RIGHT Shift Button to select the type of music you want to get the adrenalin pumping through your body during the race.

Once again, you need to finish before time runs out if you want to get placed in the next round.



Time Attack (Saturn Side)

Want the track to yourself? Need to perfect that hairpin turn you keep losing teeth at? Here's where you can. In Time Attack, it's just you, the track and the clock.



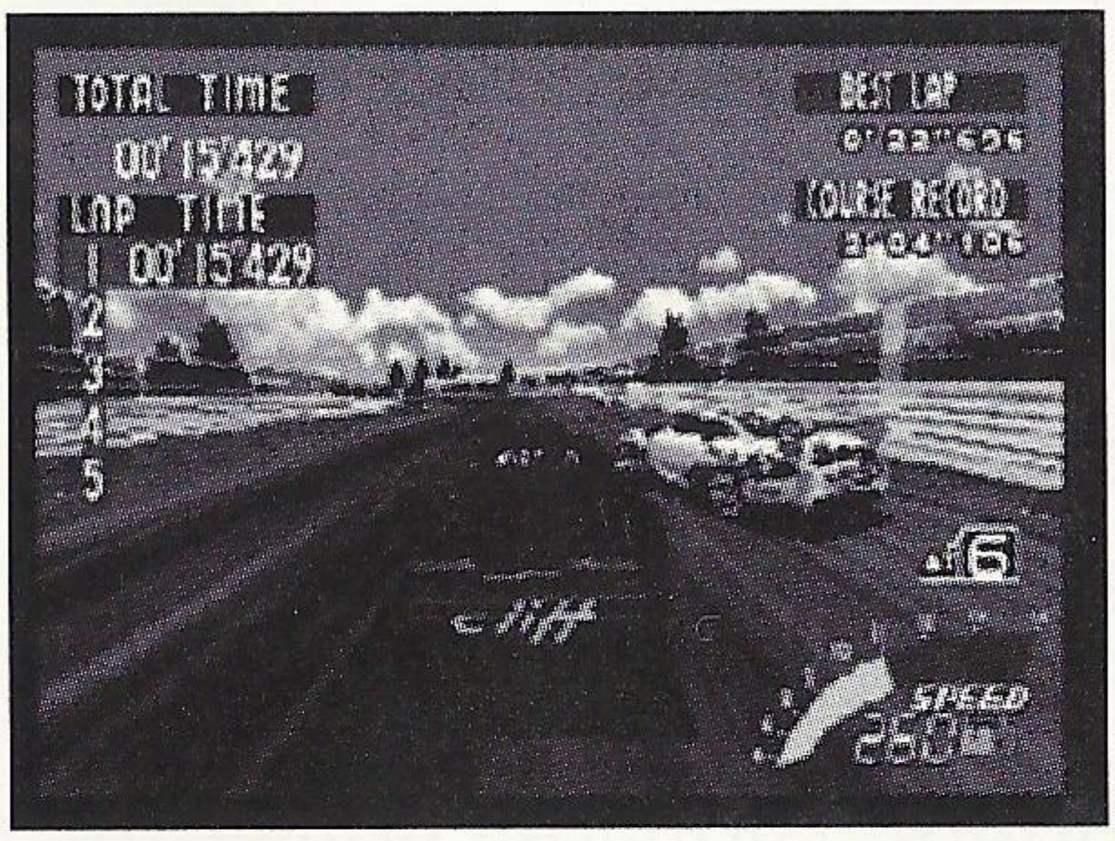
Press the D-Pad LEFT or RIGHT to display the car of your choice and select by pressing a Confirm Button. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selection buttons that appear. Highlight your choice and select by pressing a Confirm Button.

Now you can determine the parameters of your Time Attack excursion. Press the D-Pad UP or DOWN to highlight the current course, and D-Pad LEFT or RIGHT to change the course. Press the D-Pad down and highlight either "5 LAPS" or drive forever and ever by selecting "FREE RUN".

If TIME COMPARE has been selected in the Options screen, your lap times are compared to the best lap time for the course, and the time difference appears on screen.

Ghost Car

This function becomes available if you choose a 5 lap Time Attack run. With this function turned on, the best lap data for the course is used to create an image of a car actually racing as it did for that best run. You cannot collide with this car. It is merely a phantom from the past.

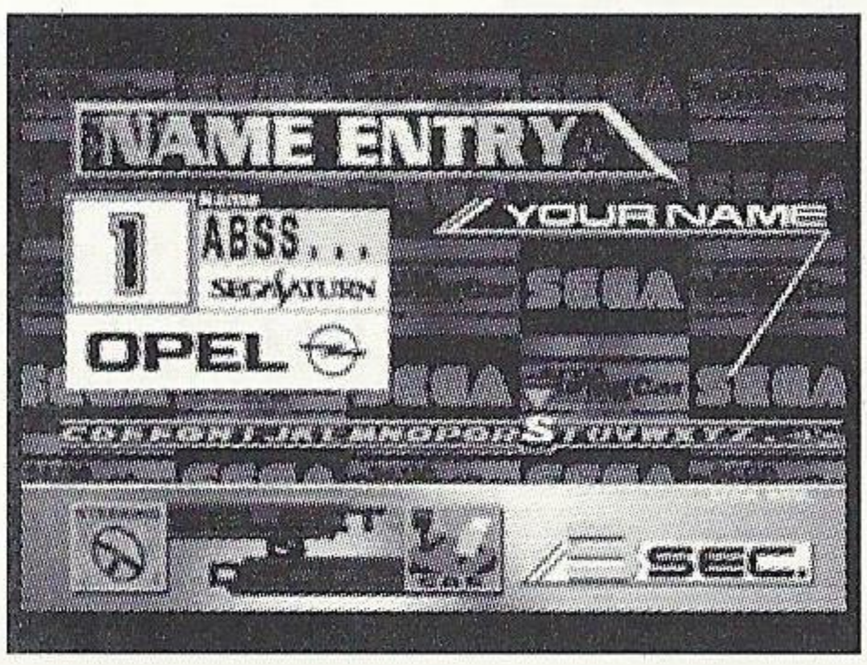


Note

For the Ghost Car to appear, you need to have completed a five lap run at least once, and within 250 seconds.

Time Attack Name Entry

The Name Entry screen is basically the same as for the other modes. You get to enter your name if you:

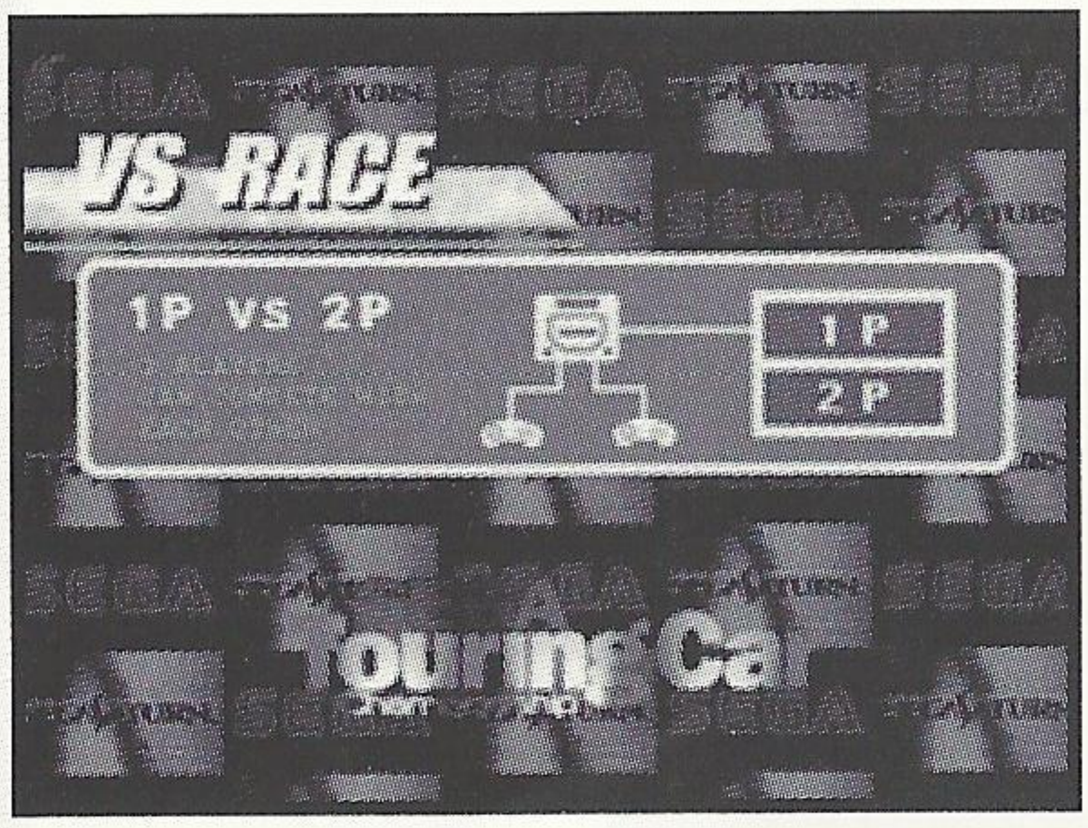


- Achieve a Best Lap in FREE RUN or 5 LAPS mode.
- Achieve one of the top 5 Total Times in 5 LAPS mode.

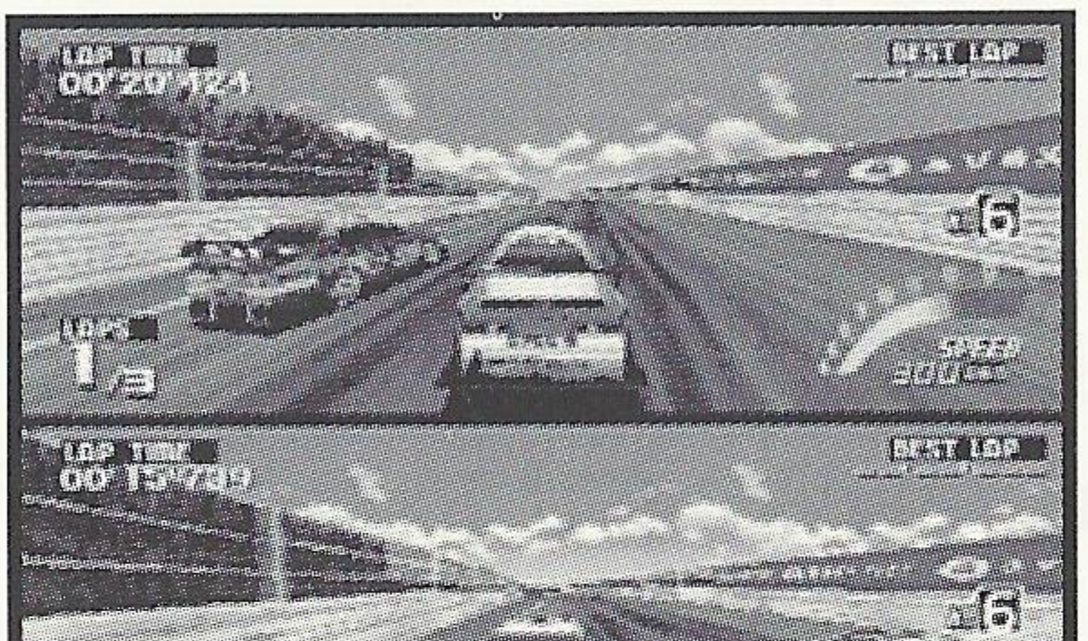
There are separate rankings depending on the type of car used, type of transmission and the car's tuning characteristics.

*To retire from a "FREE RUN" Time Attack, press Start to pause the game, then select an option from the PAUSED menu. There are no pit stops in this mode.

VS Race (Saturn Side)



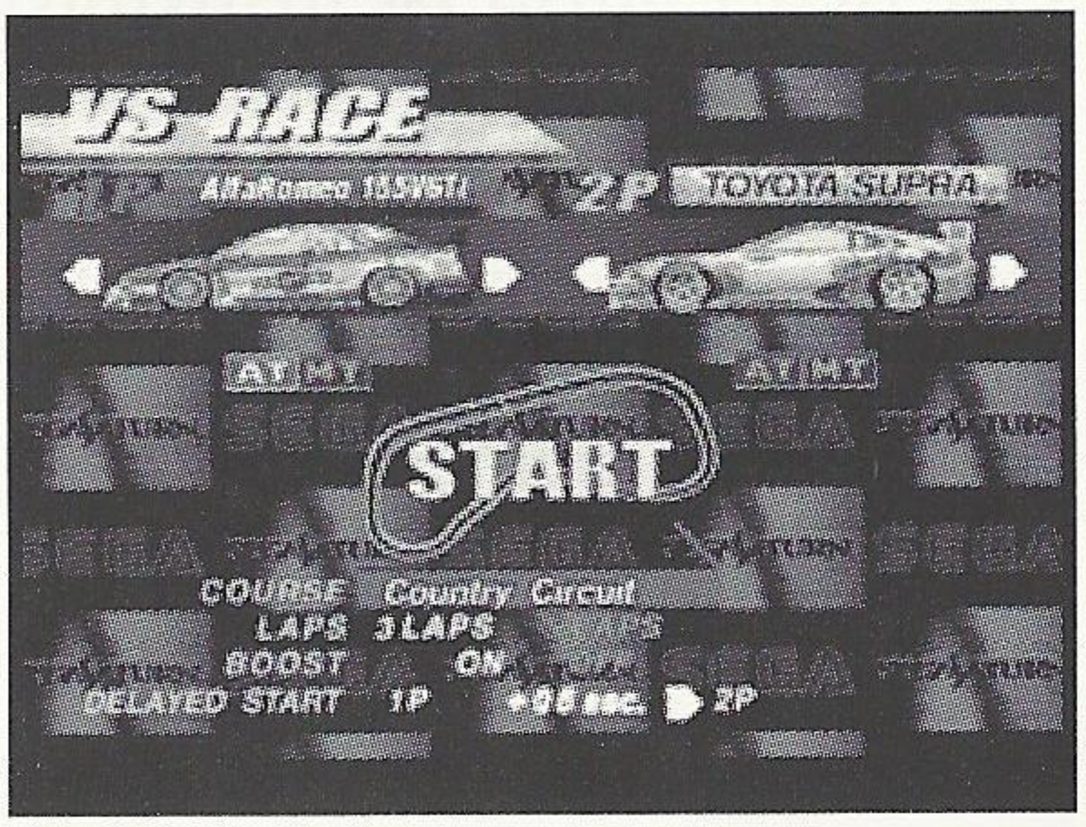
In this mode you can test your racing skills against another player. The racing screen is split into two, with Player 1 taking the top view.



Player 1

Player 2

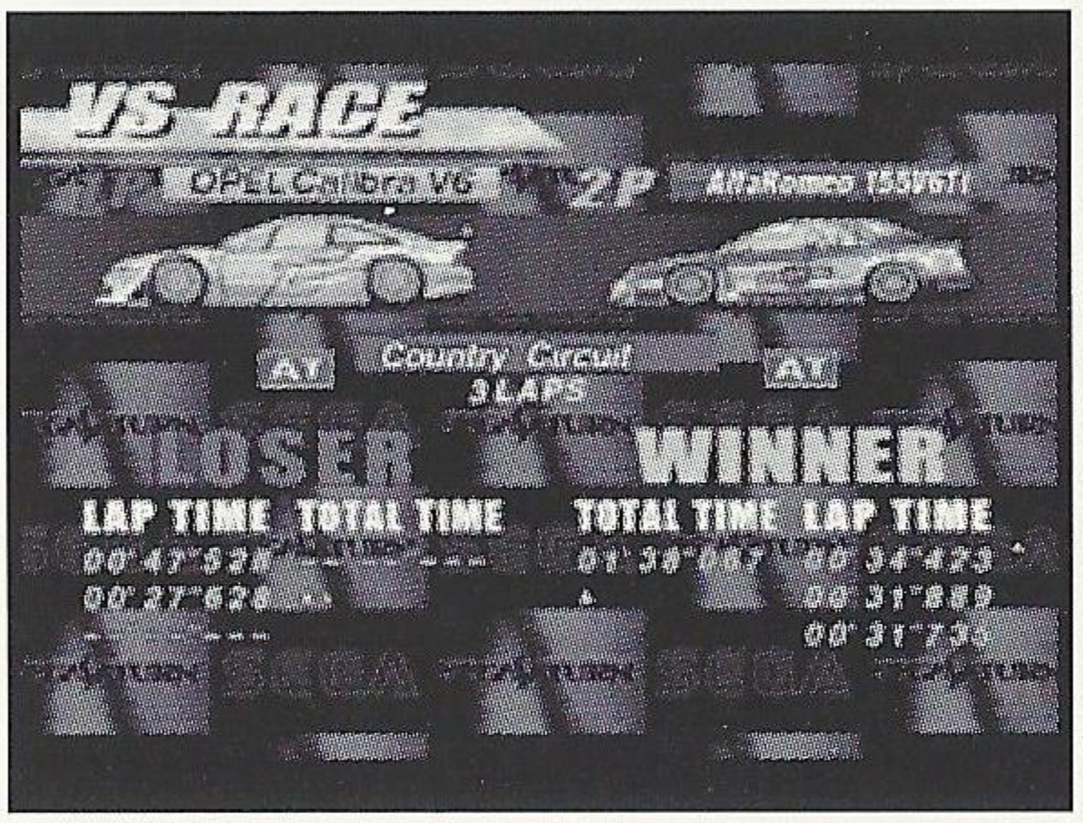
The VS RACE Car Select screen is basically the same as for the Time Attack Mode Car Select screen, except that both players' cars are displayed. Press the D-Pad LEFT or RIGHT to display the car of your choice. Select the car by pressing a Confirm Button. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selection buttons that appear.

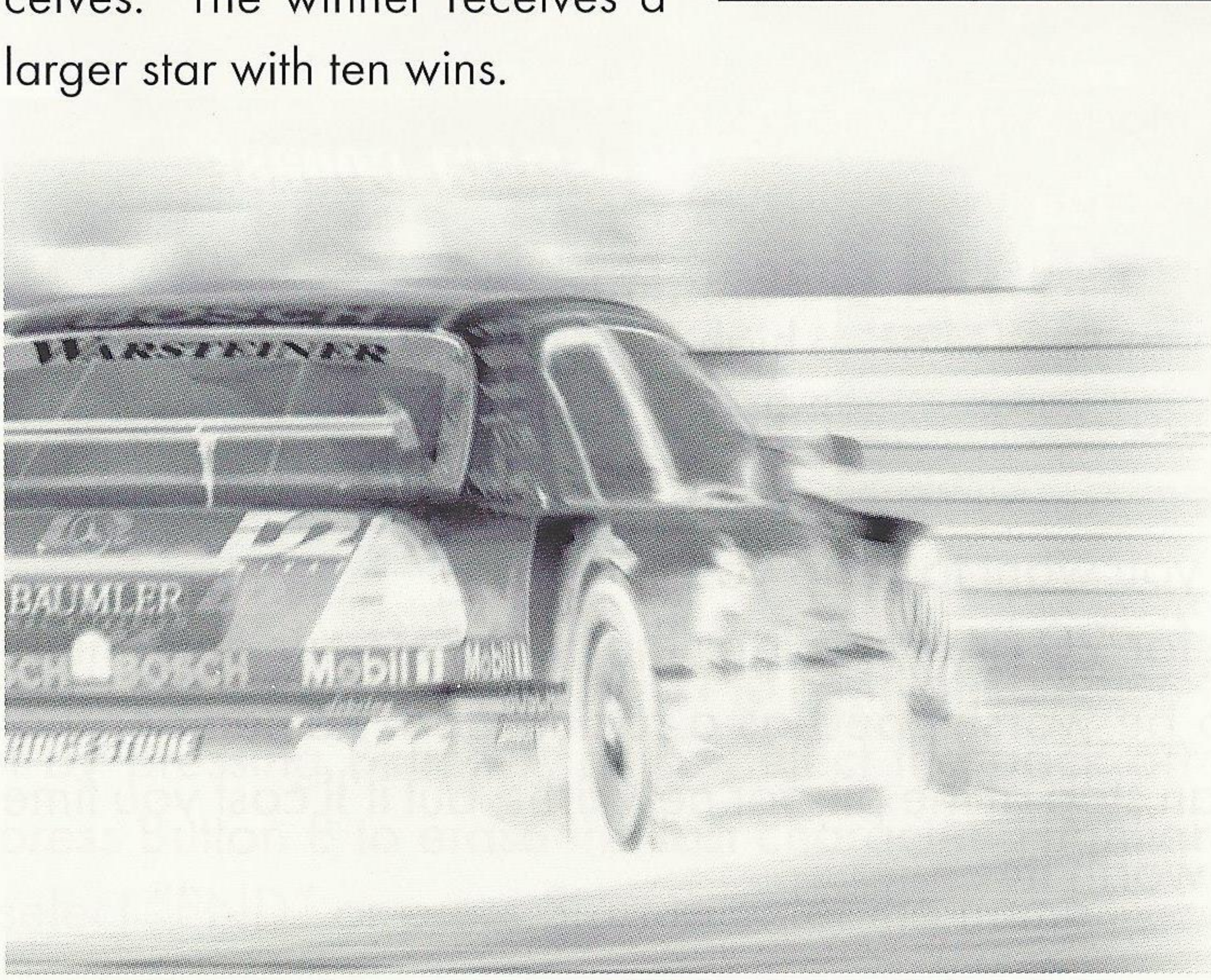


The race parameters available are as follows:

COURSE: Select the course to race on.
LAPS: Choose 3 or 5 laps.
BOOST: Choose ON to give the car lagging behind a speed/power boost.
DELAYED START: Press the D-Pad LEFT or RIGHT to adjust the relative starting times for each player. Once you are satisfied with the race setup, press Start to commence the race.

The Results screen for this mode displays both racers' cars at the top of the screen, together with the race details. The bottom half of the screen displays the LAP TIME and TOTAL TIME for the WINNER and the big LOSER, as well as a star that the winner receives. The winner receives a larger star with ten wins.

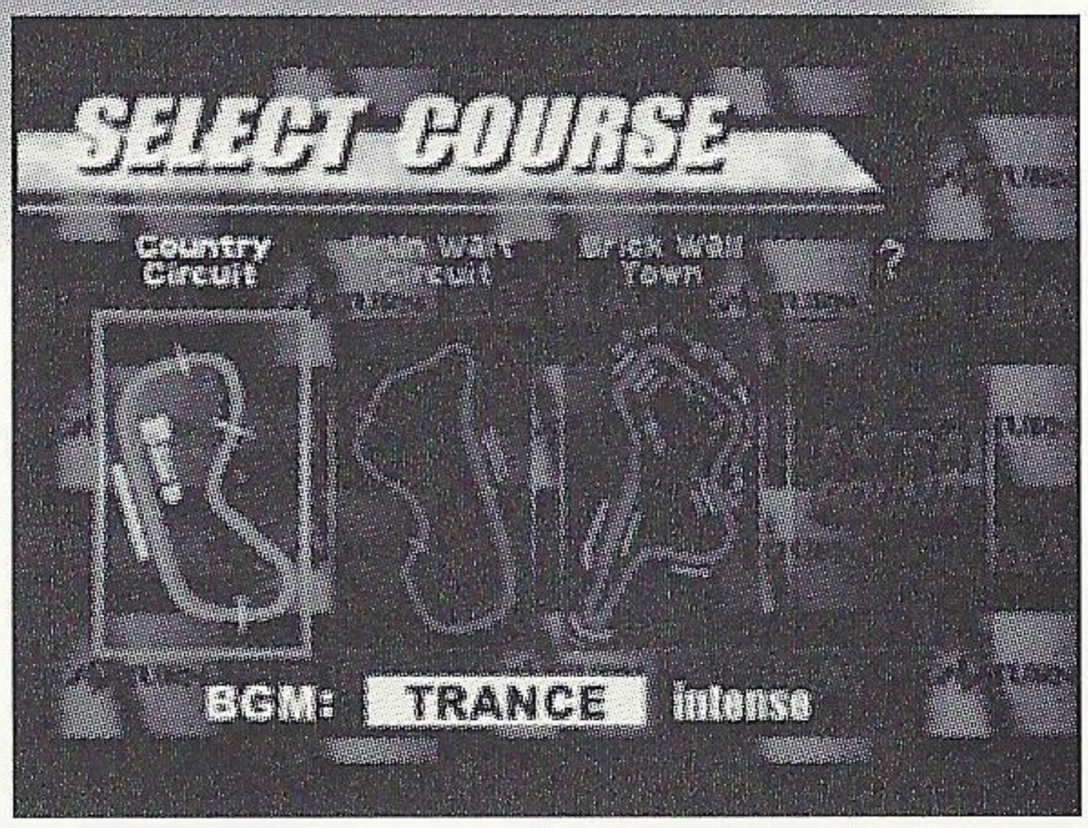




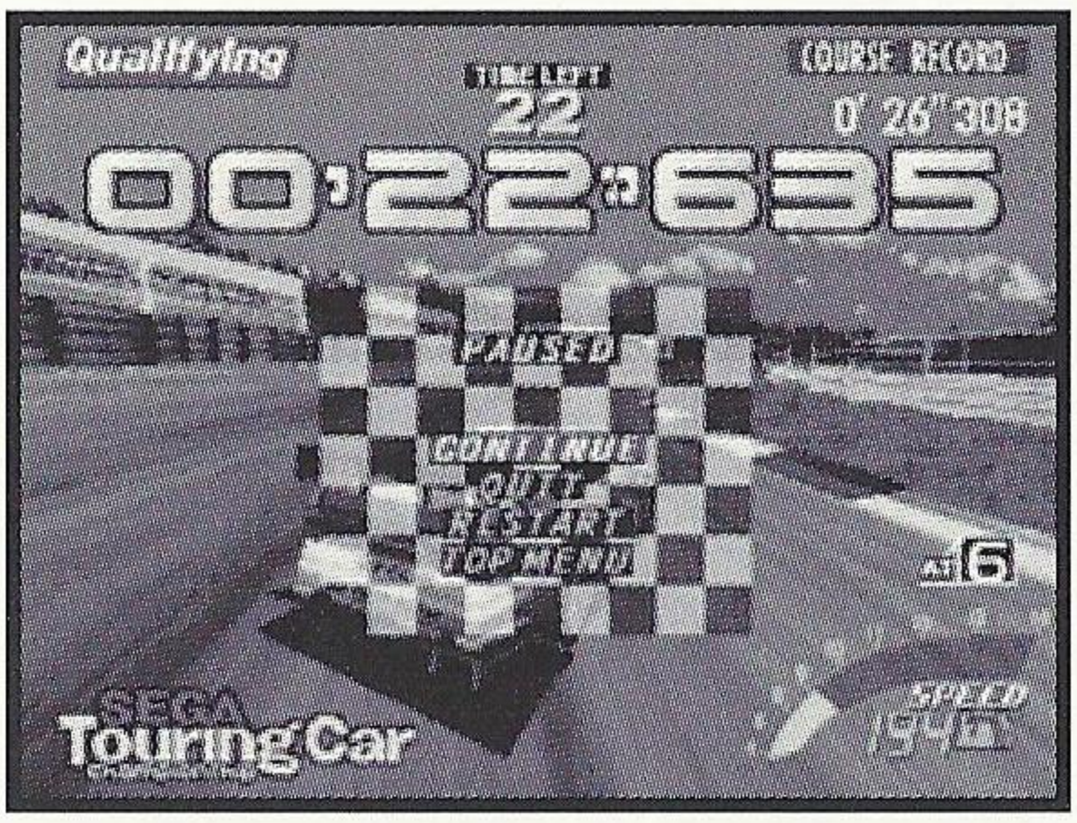
Grand Prix Mode (Arcade Side)

Take a good hard look at the Main Menu on the Arcade Side of Sega Touring Car Championship. You'll notice something strange. Grand Prix Mode isn't listed. That's not to say it isn't there...it just exists in a different dimension where players look at amateurs and laugh. To get there you'll have to prove yourself in Championship Mode...

In this mode you need both skill and stamina. Choose a car in the usual manner. Then press the D-Pad to highlight and a Confirm Button to select a course and the music you want to keep you going for 20 gruelling laps that will test your determination to be worshipped as a racing god. Remember that you can stop at the pits for new tires, but it'll cost you time – is it worth it?



Pause



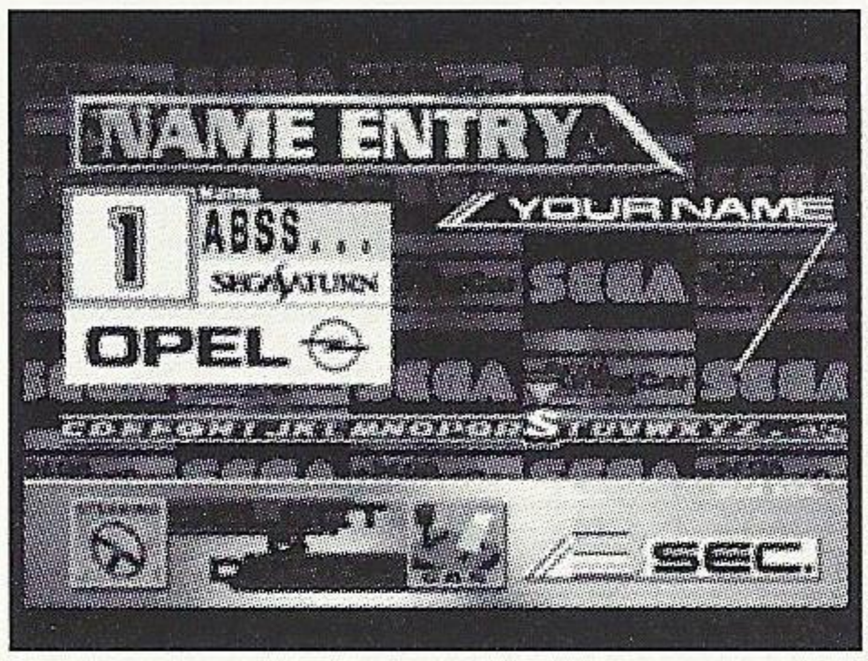
Press Start while racing to pause the game. The following options appear:

CONTINUE: Resume racing
QUIT: Retire from the race and return to the Select Car screen
RESTART: Start the race again
TOP MENU: Retire from the race and return to the Main Menu

Select an option by pressing the D-Pad UP or DOWN and then pressing Start.

Name Entry screen

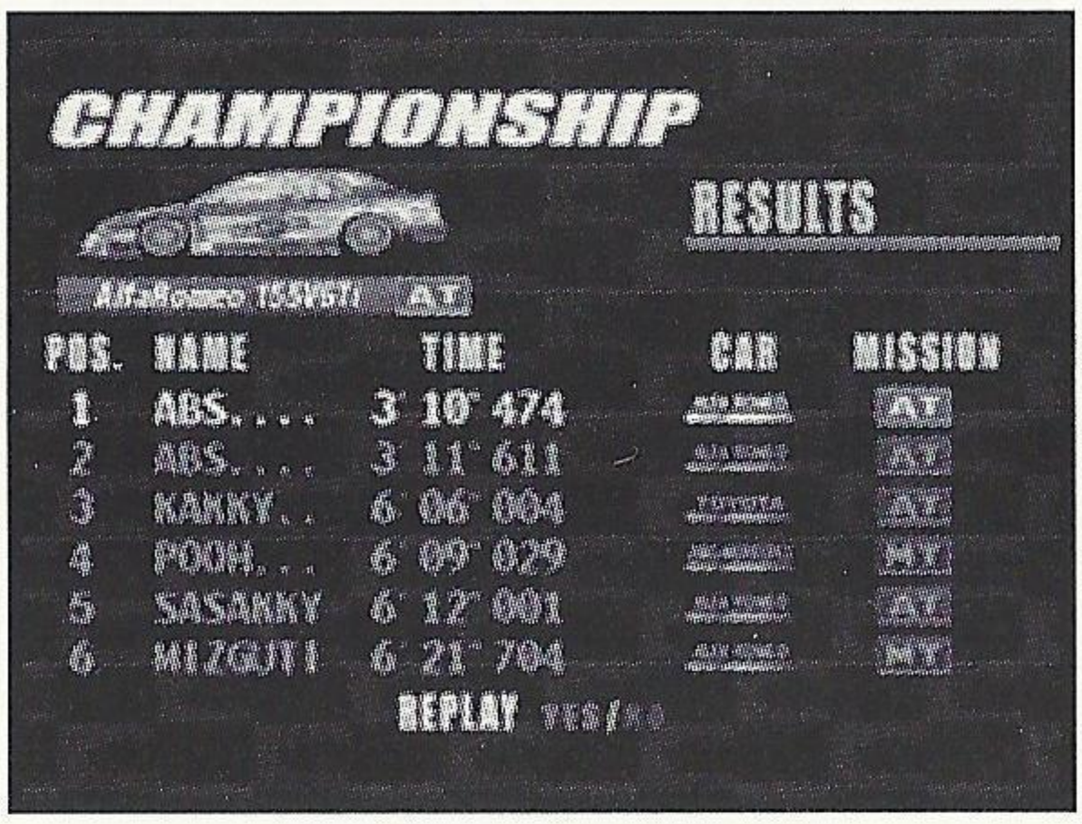
If you manage to scream past the finish line in one of the top ten fastest times (in your car, not an ambulance), you get to etch your name (or hip arcade nickname) in the history books for all to see and drool over.

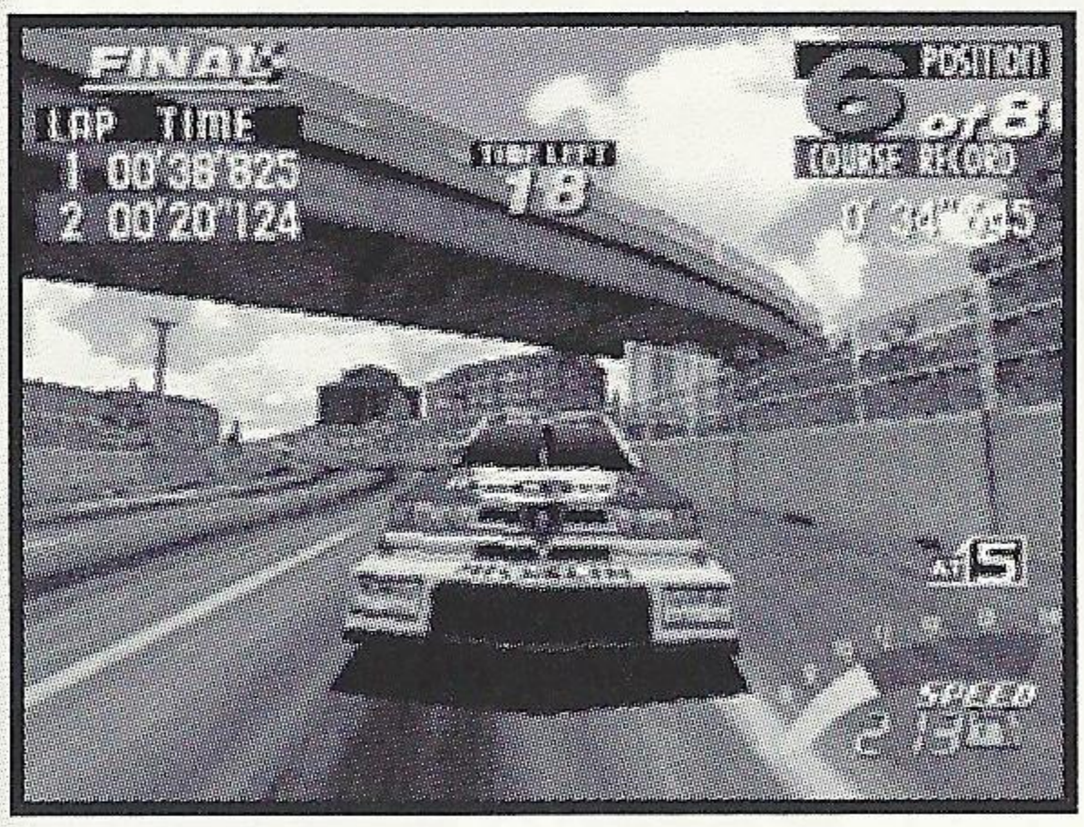


Press the D-Pad LEFT or RIGHT to highlight a letter. Select it by pressing Button A or C. Select the back arrow or press Button B to erase the last character. Highlight and select "END" or press Start to enter the name.

Results

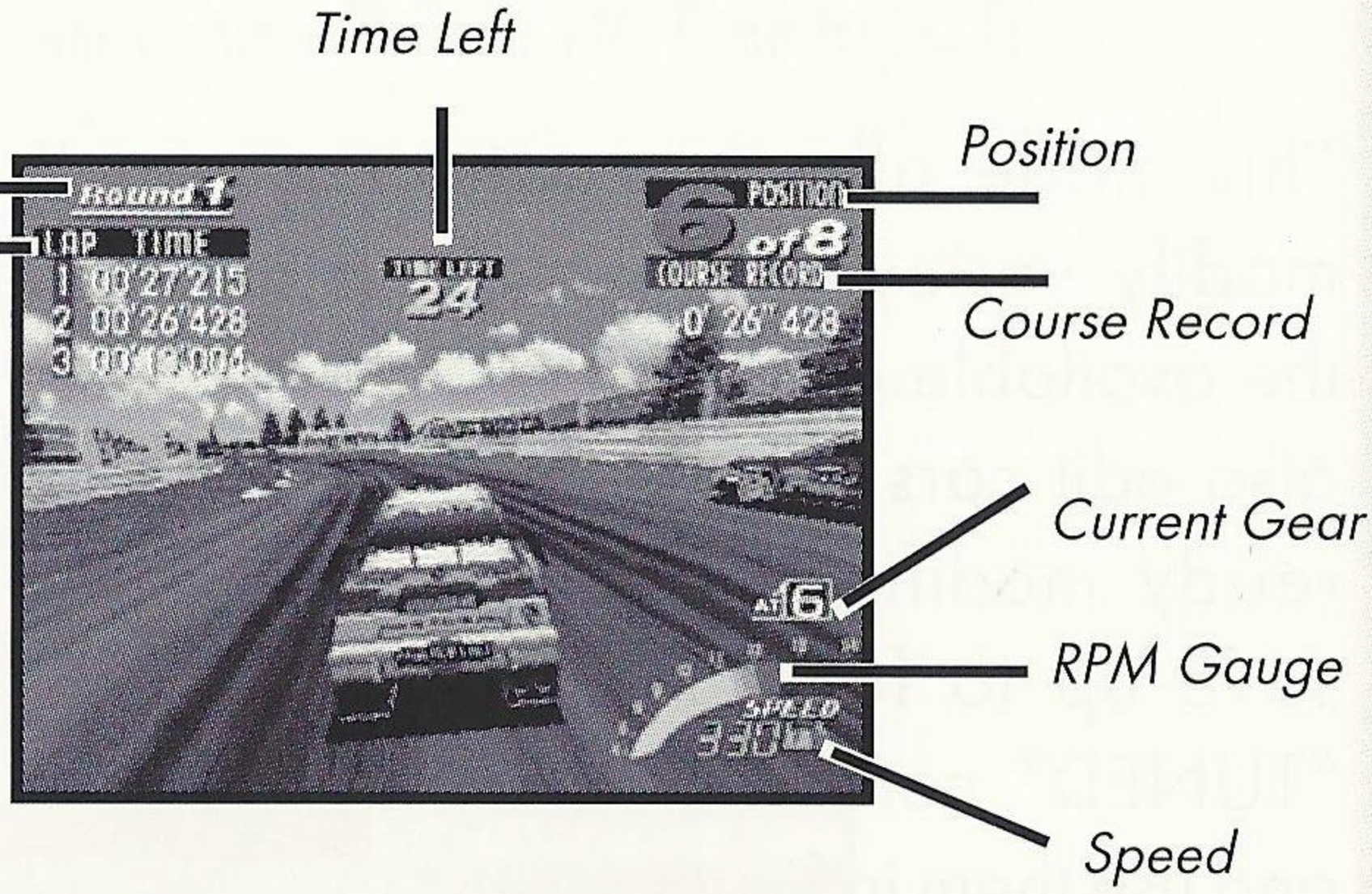
After you've finished a race, the results screen appears. If you did well enough to enter your name in the rankings, you'll see your position and the name you entered next to the type of car and transmission used. If you were outside the rankings, your epitaph reads "OUT OF RANK". Achieving a ranking will earn you an STC Global Ranking password (see page 26), displayed underneath "RESULTS".





At the bottom of the screen you are given the option of watching a "REPLAY" of the race you just took part in. Select "YES" to review your performance, or "NO" to give it a miss. During replay, press Button A, B or C for a cockpit view, or X, Y or Z for an outside view. Adjust the outside viewing angle by pressing the D-Pad UP, DOWN, LEFT or RIGHT.

Screen Information



Current Round: the current stage

Lap Time: the time taken for each lap you've completed

Speed: your speed in mph

RPM Gauge: current engine "revolutions per minute"

Current Gear: the gear you're currently in

Course Record: the fastest time on record for the current lap

Position: your current position in the field

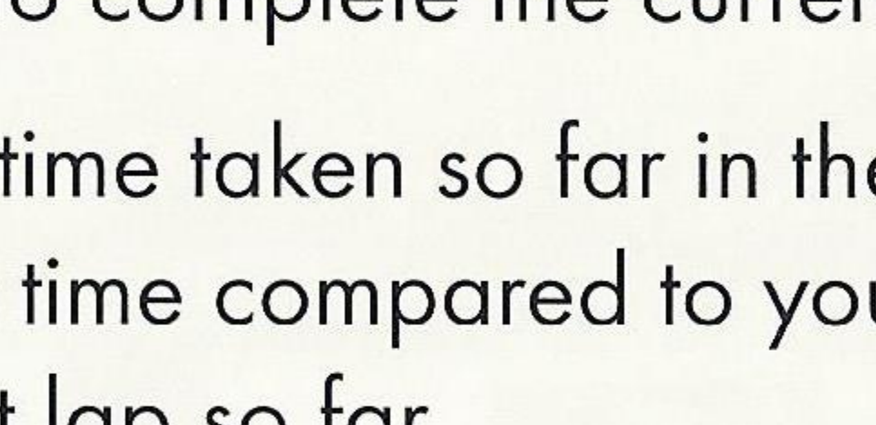
Time Left: time left to complete the current lap

Total Time*: the total time taken so far in the race

Time Compare*: this lap's time compared to your best

Best Lap*: your best lap so far

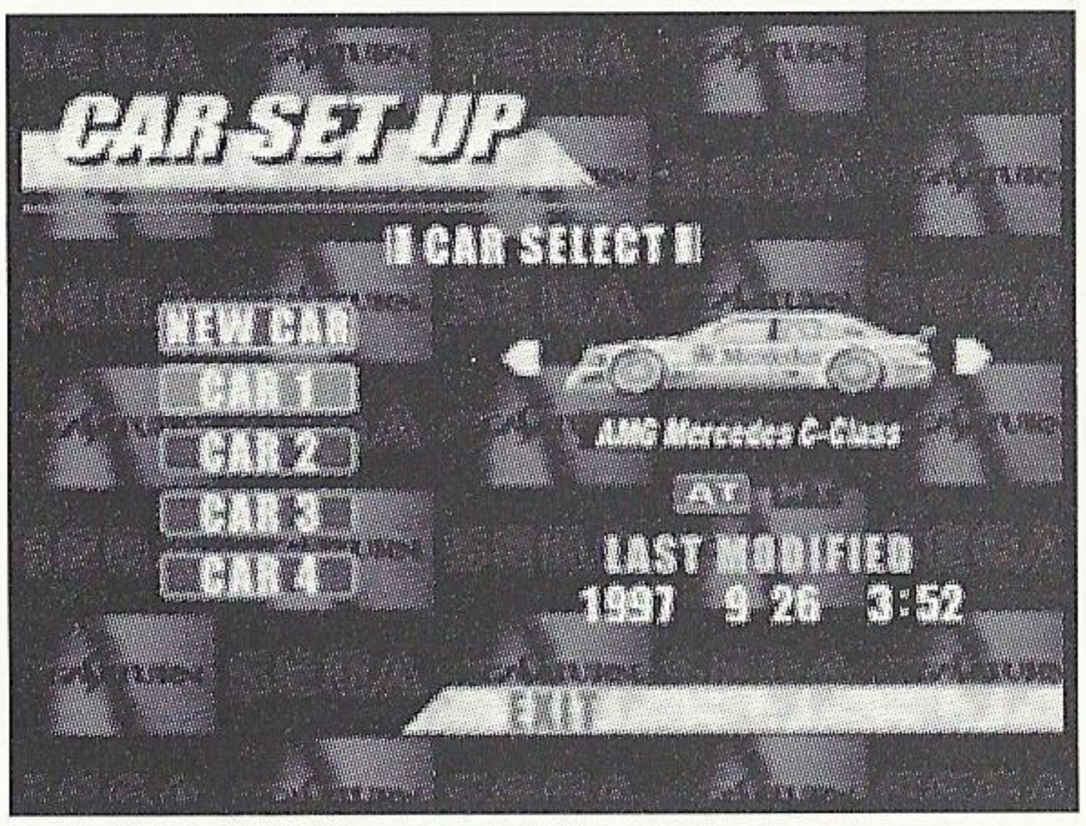
(Time Attack mode)



*Time Attack Mode only

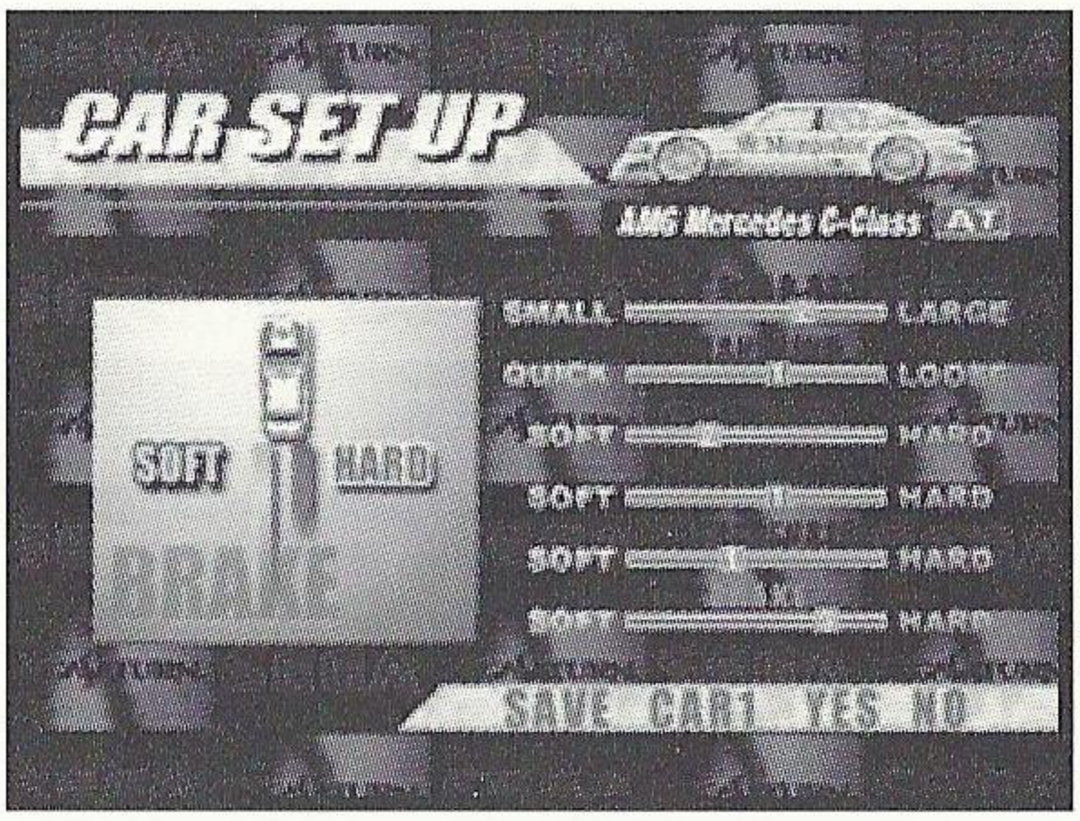
Car Set Up (Saturn Side)

This mode allows you to modify various aspects of the available cars. You can also edit cars you have already modified. You can save up to four of these "TUNED" cars to memory and use them in future races.



First, highlight NEW CAR to customize a new car, or highlight CAR 1, 2, 3 or 4 to edit one of the existing TUNED cars. Press a Confirm Button to select. Now highlight the type of car and then the transmission type by pressing the D-Pad LEFT or RIGHT, and press a Confirm Button to select.

There are six mechanical aspects of the car that you can change, represented by six sliding scales that can be adjusted by pressing the D-Pad LEFT or RIGHT.



FINAL GEAR RATIO: Adjust from SMALL to LARGE
HANDLING: Adjust from QUICK to LOOSE
TIRES: Adjust for hardness
F. SUSPENSION: Adjust for hardness
R. SUSPENSION: Adjust for hardness
BRAKE: Adjust for hardness

Once you're satisfied with the setup, highlight the save bar at the bottom of the screen and select YES if you wish to save the setup data.

Options

Press the D-Pad UP or DOWN to highlight an item. Press the D-Pad LEFT or RIGHT to change the setting. Press Button B to go back a step.

Arcade Side

DIFFICULTY: Adjust the Lap Time Limits and CPU car speeds by selecting from EASY, NORMAL, HARD or EXPERT

SELECT LAPS: Choose to race 2, 3 or 5 laps

KEY CONFIG: (see page 22)

SOUND: Here you have the following sound options:

- **MODE:** Choose STEREO or MONO sound
- **BGM VOLUME:** Set the game's volume (from OFF to 8)
- **BGM:** Play some the soundtrack music*
- **S.E. :** Play some of the game's sound FX*

*Press Button A or C to play

Saturn Side

DIFFICULTY: Adjust the Lap Time Limits and CPU car speeds by selecting from EASY, NORMAL, HARD or EXPERT

LAPS: Choose to race 2, 3 or 5 laps

BOOST: Gives the slower player's car extra power/speed

DAMAGE: Select this to sustain damage if there's an impact

TIME COMPARE: In Time Attack mode, the difference between the just completed lap time and the best lap time is displayed

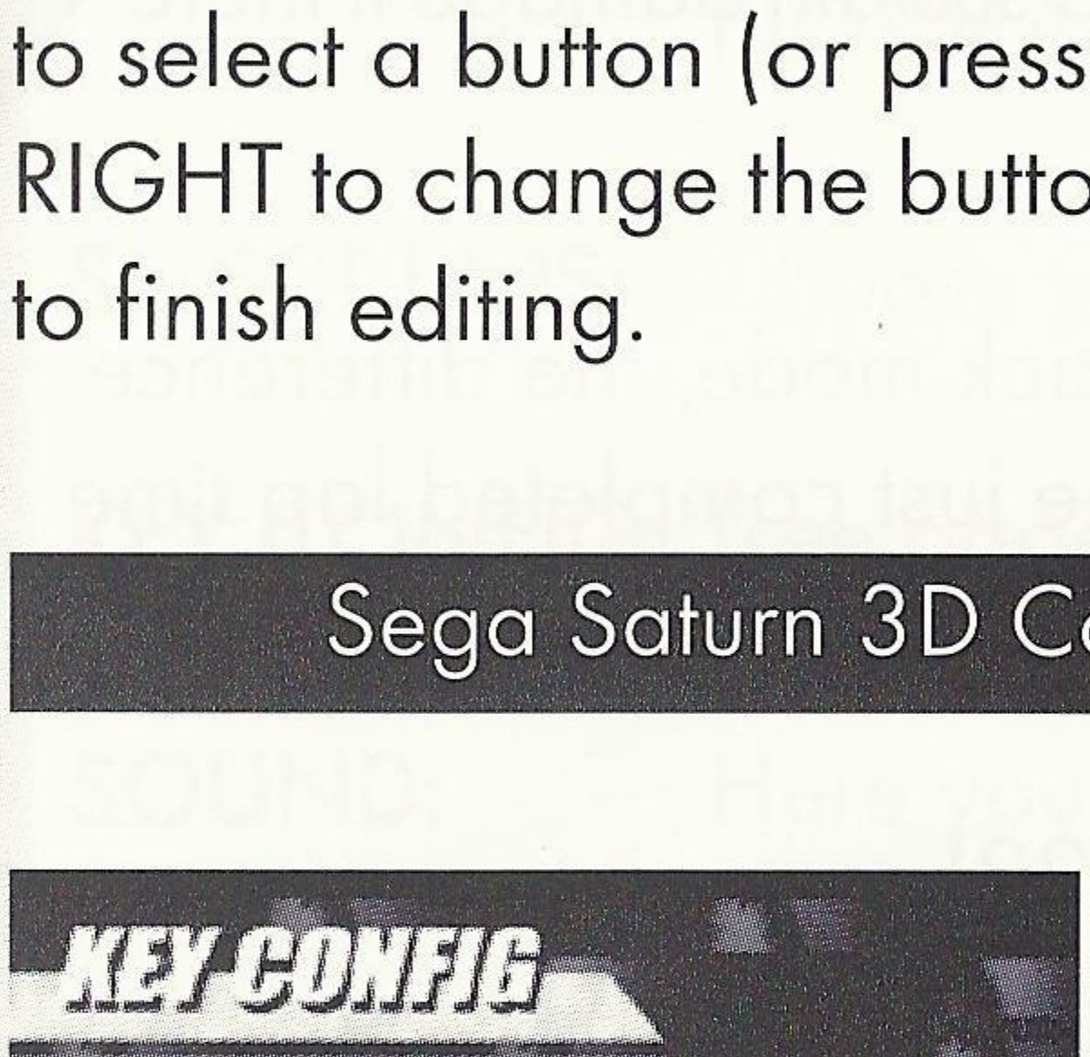
KEY CONFIG: (see page 22)

SOUND: As on Arcade Side (see previous page)

Key Config

The controllers connected to the Saturn are shown on screen. Press the D-Pad LEFT or RIGHT to select from configuration types A, B, C or EDIT. The button functions for each configuration type are labelled on screen. Press Start while "EDIT" is highlighted to set a custom configuration. In the EDIT mode, press the D-Pad UP or DOWN to select a button (or press the button itself), and LEFT or RIGHT to change the button's function. Press Start again to finish editing.

Sega Saturn 3D Control Pad Adjustment



If you're using the Sega Saturn 3D Control Pad, press Button C to move on to a second Key Config screen. Here you can adjust the sensitivity 'volume' of the controls for steering, acceleration and brakes. Each of these adjustments is shown by a grey bar representing a range of control or sensitivity. The space on either end of the bar represents an "Idle Zone" – an area of no control.

Steering

While moving the steering control:

- Press Button A to set the 'minimum steering sensitivity'. When you turn, the steering will turn at least this sharply.
- Press Button B to set the 'maximum steering sensitivity'. You will not be able to steer more sharply than this.

Accel

While moving the accelerator control:

- Press Button A to set the 'minimum rate of acceleration'. When driving a car, the car will accelerate at least this much even if you're not moving the control.
- Press Button B to set the 'maximum acceleration level'. You will not be able to accelerate at a faster rate than this.

Brake

While moving the braking control:

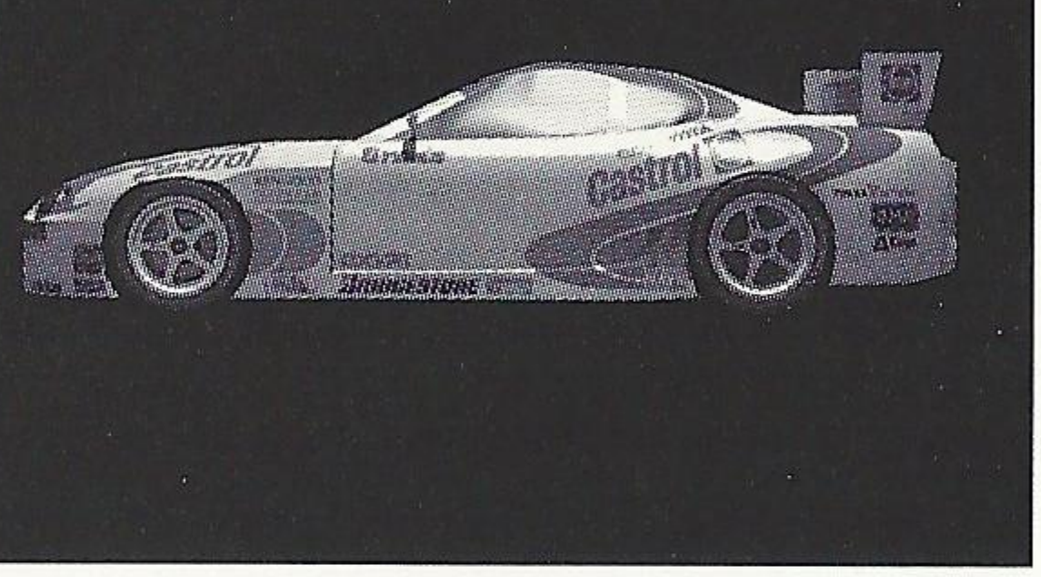
- Press Button A to set the 'minimum rate of braking'. When driving a car, the car will brake at least this much even if you're not moving the control.
- Press Button B to set the 'maximum braking level'. You will not be able to brake harder than this.

Select Car screen

Press the D-Pad LEFT or RIGHT to bring the car of your choice to the front. Select the car by pressing a Confirm Button. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, a small menu appears on the right allowing you to choose which version to use. There are four cars to choose from:

ALFA ROMEO 155V6TI (4WD)

TOYOTA SUPRA GT (FR)



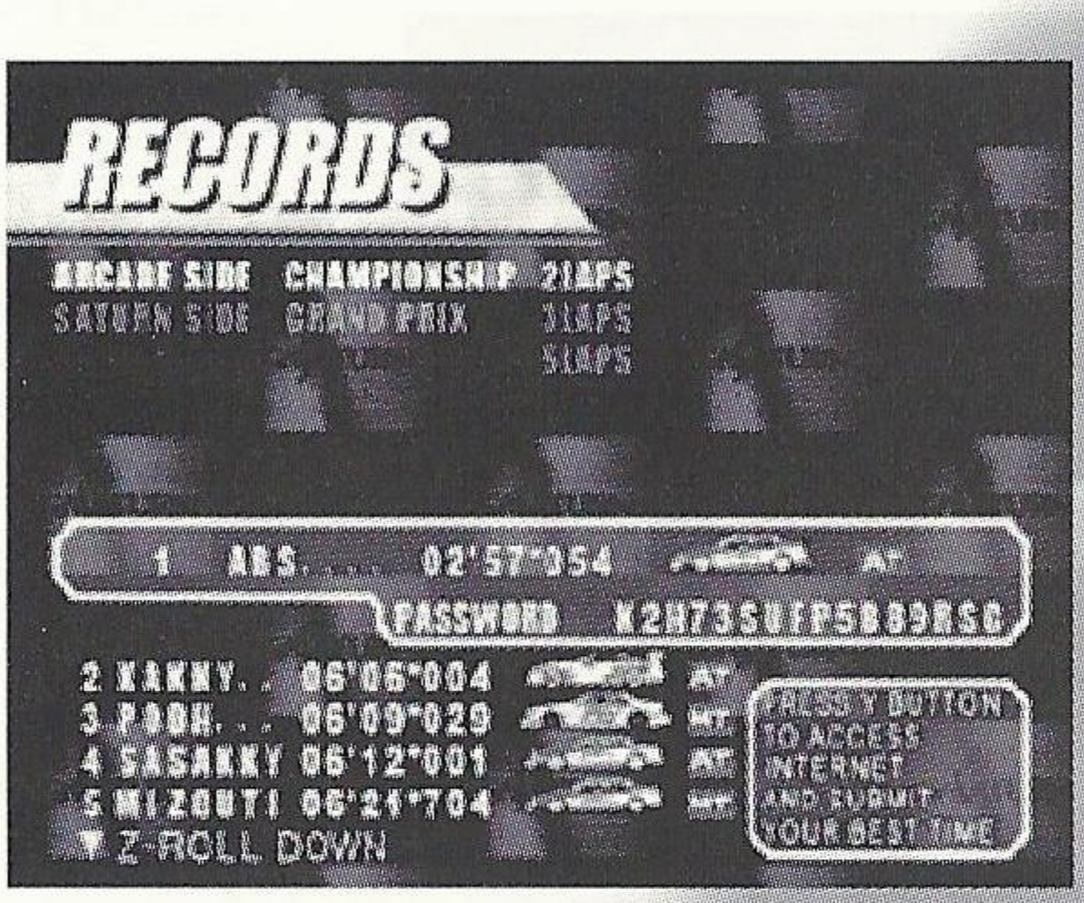
AMG MERCEDES C-CLASS (FR)

OPEL CALIBRA V6 (4WD)

Two of the cars are 4WD and two are FR (rear wheel drive). 4WD cars have more stable steering for more precise cornering. The FR cars transmit power to the road surface via the rear wheels and therefore there's a risk that sudden steering could lead to a power slide and a subsequent loss of control. (See pages 32 for more details of the cars).

Records

If you managed to tear through the Sega Touring Car Championship courses fast enough and get your name into the records in the Name Entry screen, here's where you can access the record and gloat to your friends, family and, if you're connected to the STC Global Net, the rest of the world.



Press the D-Pad to highlight the record for the particular mode, course and car you're after. At the bottom of the screen you'll see the record times that have been entered so far. Your best time for each mode is highlighted, together with the type of car and transmission used. For the Arcade Side/Championship/2 Lap rankings, a password is also displayed.

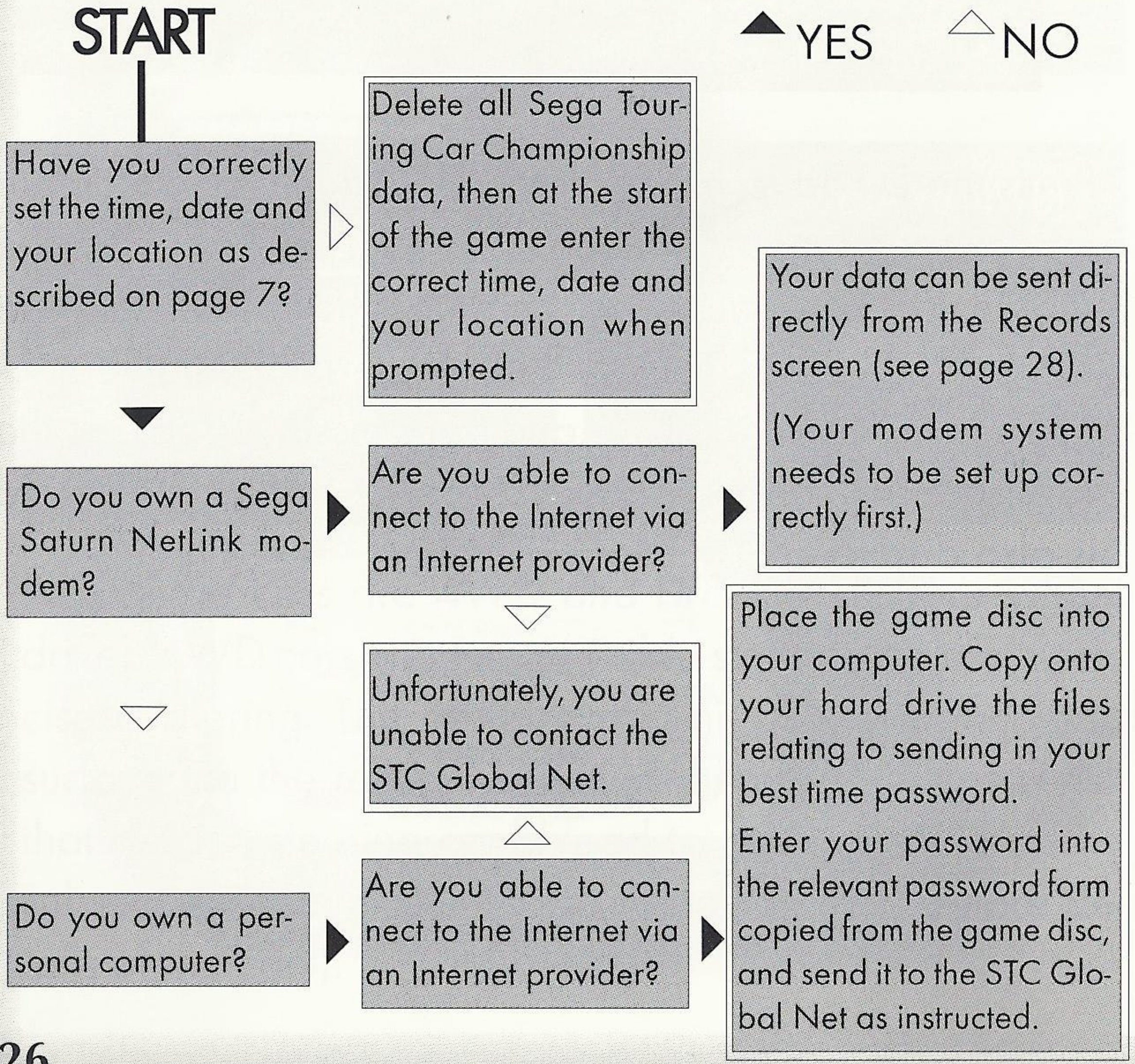
STC Global Net

If you have access to the Internet, check out the STC homepage where you'll find all kinds of information about the game. By sending in your best time password for an Arcade Side, 2 Lap Championship race (Normal difficulty), you'll be able to register your Global Ranking for the whole planet to see.

STC homepage URL address:

http://www.sega.co.jp/stc/

Please refer to the following chart which explains the basic requirements for sending your best time password in for Global Ranking:



Entering your password via personal computer.

1. Achieve a ranking in a 2 Lap, Arcade Side Championship Mode race. The difficulty level must be set to Normal.

2. Access the Records Mode and note the password you were awarded for your best 2 Lap Arcade Championship race.

3. Load the Sega Touring Car Championship CD-ROM into your personal computer.

4. Copy the Readme, Resource and Global.html files onto your computer's hard drive. Open up the Readme file for instructions on how to complete the Global Ranking password entry form and send it to Sega for ranking as instructed.

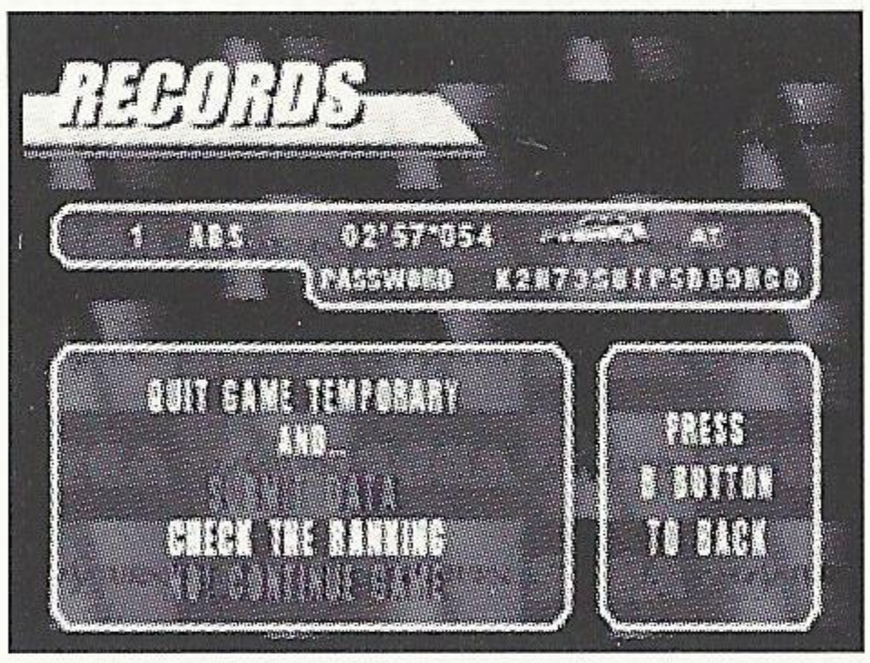
Sending your password via Sega NetLink

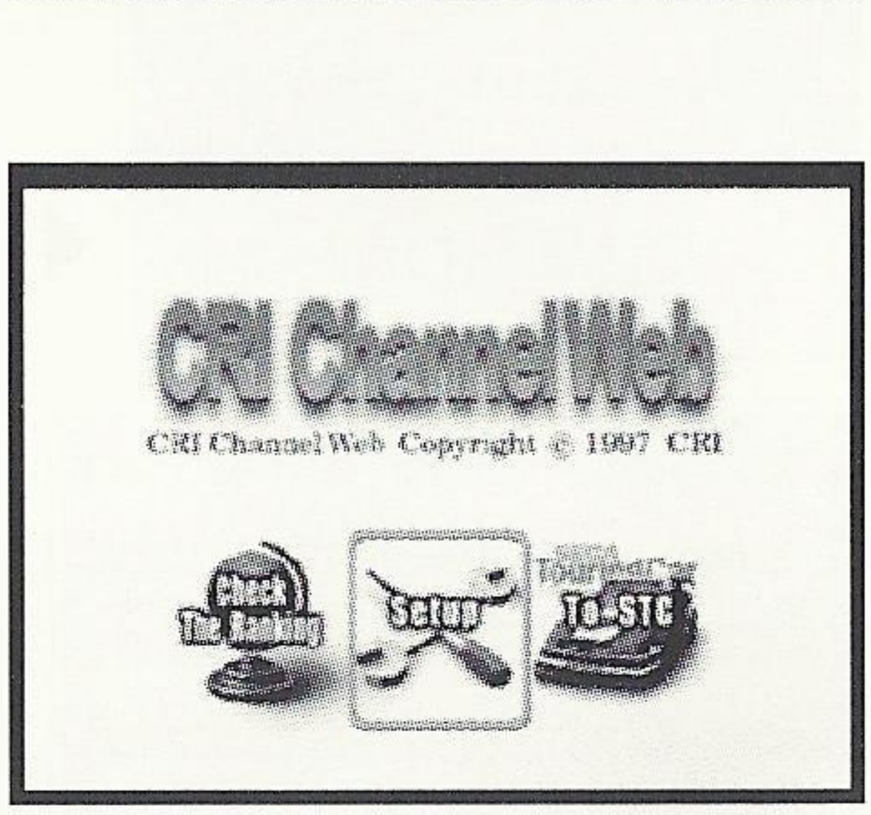
First, bring up the Records screen. Select the 2 Lap, Arcade Side, Championship records. If you have been awarded a password, it appears on the screen.

Initial Setup

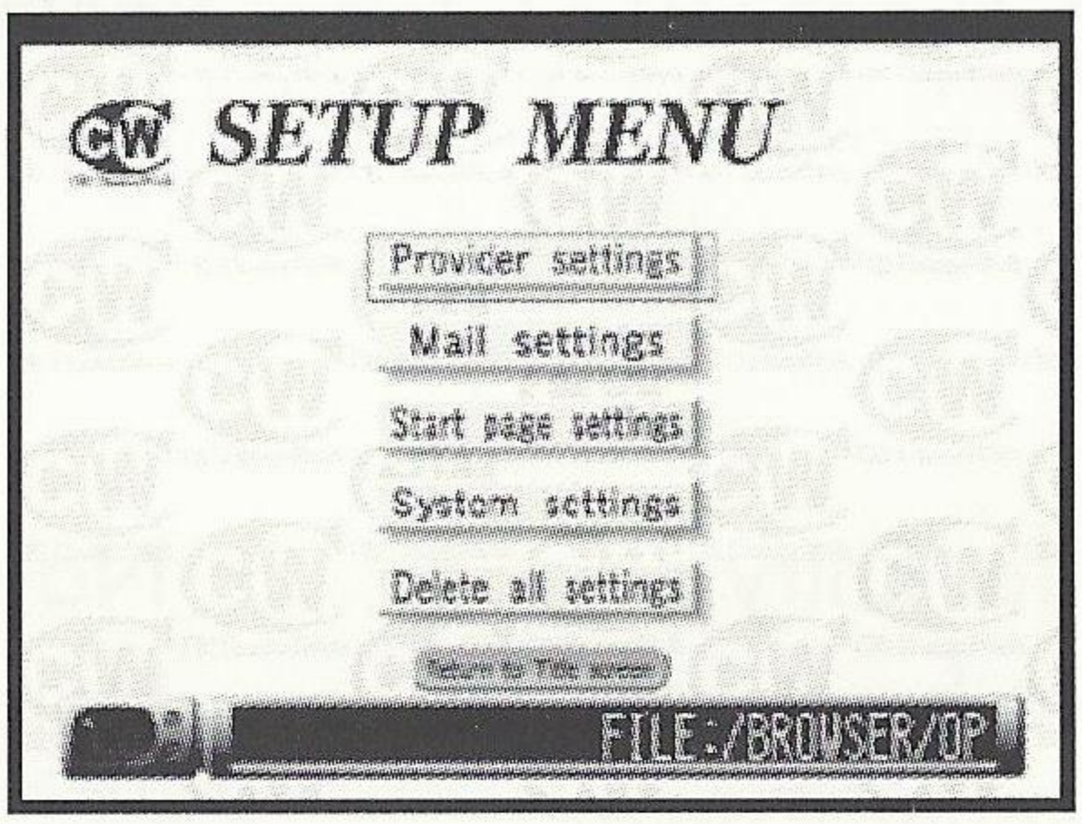
In order to be able to browse the Sega Touring Car homepage, check the current world rankings or send in your own password via NetLink, you need to perform an initial setup.

From the 2 Lap, Arcade Side, Championship Records screen, press Button Y to bring up the initial connection menu. Select "CHECK THE RANKING" to access the CRI Channel Web Title screen. Select "Setup" to bring up the SETUP menu.





Settings



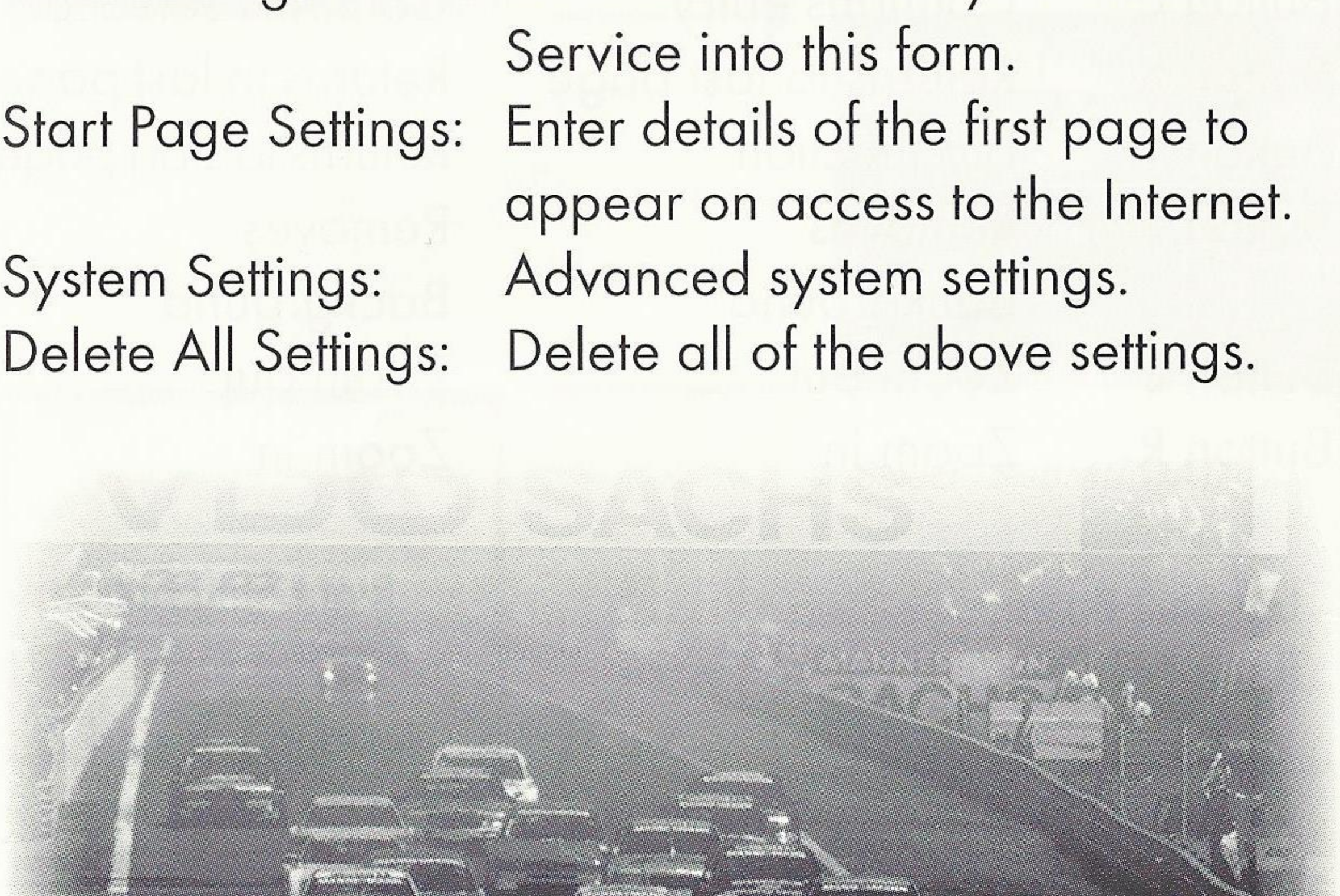
Provider Settings: Enter the details of your Internet Service Provider into this form.

Mail Settings: Enter the details of your Mail Service into this form.

Start Page Settings: Enter details of the first page to appear on access to the Internet.

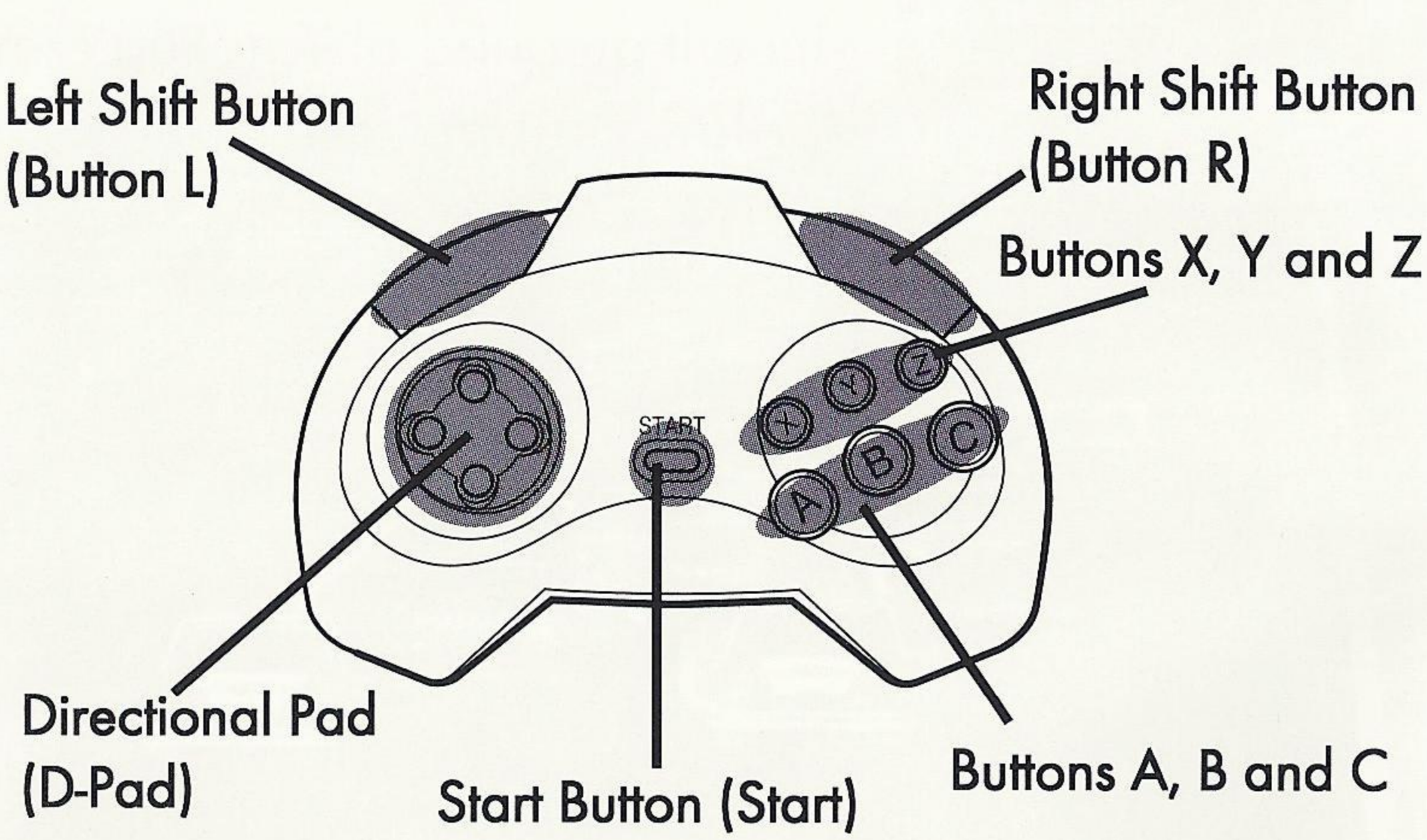
System Settings: Advanced system settings.

Delete All Settings: Delete all of the above settings.



From the CRI Channel Web Title screen, selecting "Check The Ranking" connects you to the STC homepage from where you can check your Global Ranking and access the rest of the Internet using the following Control Pad controls:

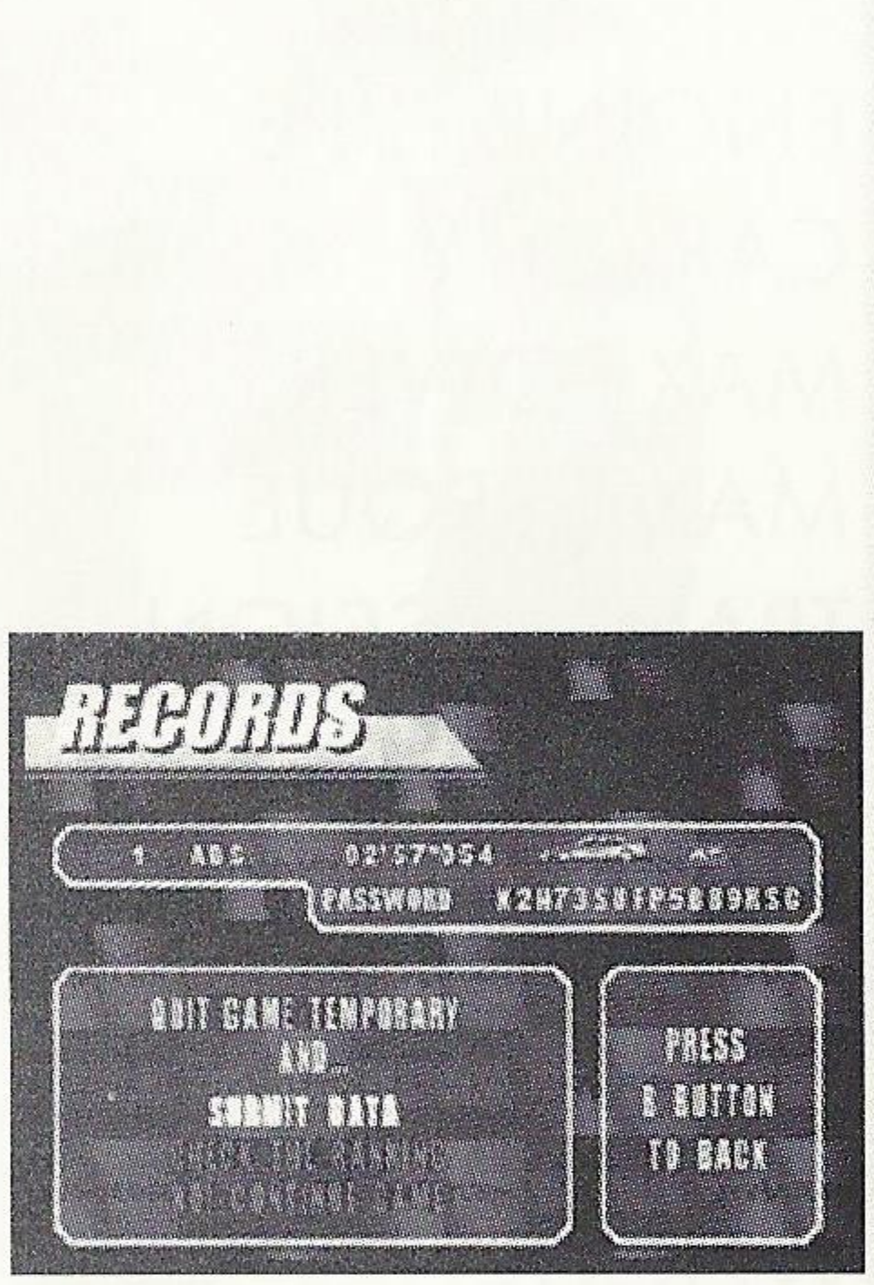
Button	Info. Entry	Navigation
Start	No function	Help/Go to Title
D-Pad	Moves Cursor	Moves Cursor
Button A	Opens Character Panel	Confirms entry
Button B	Deletes a character	Returns to last page
Button C	Confirms entry	Confirms selection
Button X	Returns to last page	Returns to last page
Button Y	No function	Returns to start page
Button Z	Removes Background	Removes Background
Button L	Zoom out	Zoom out
Button R	Zoom in	Zoom in



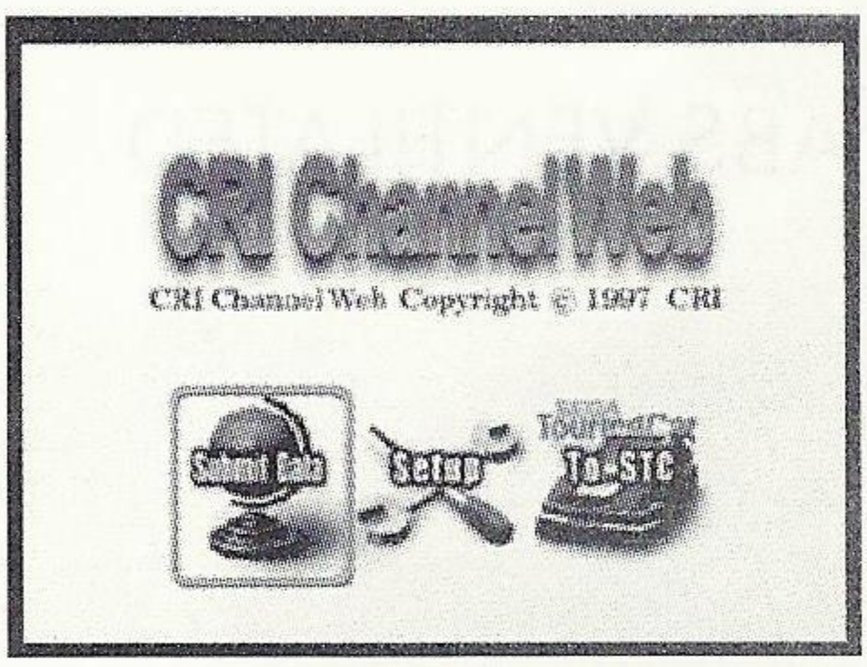
Sending in your password

From the Records connection menu, selecting "SUBMIT DATA" will automatically send your password to the Rankings Board.

Press Button Y...



Select "SUBMIT DATA"...



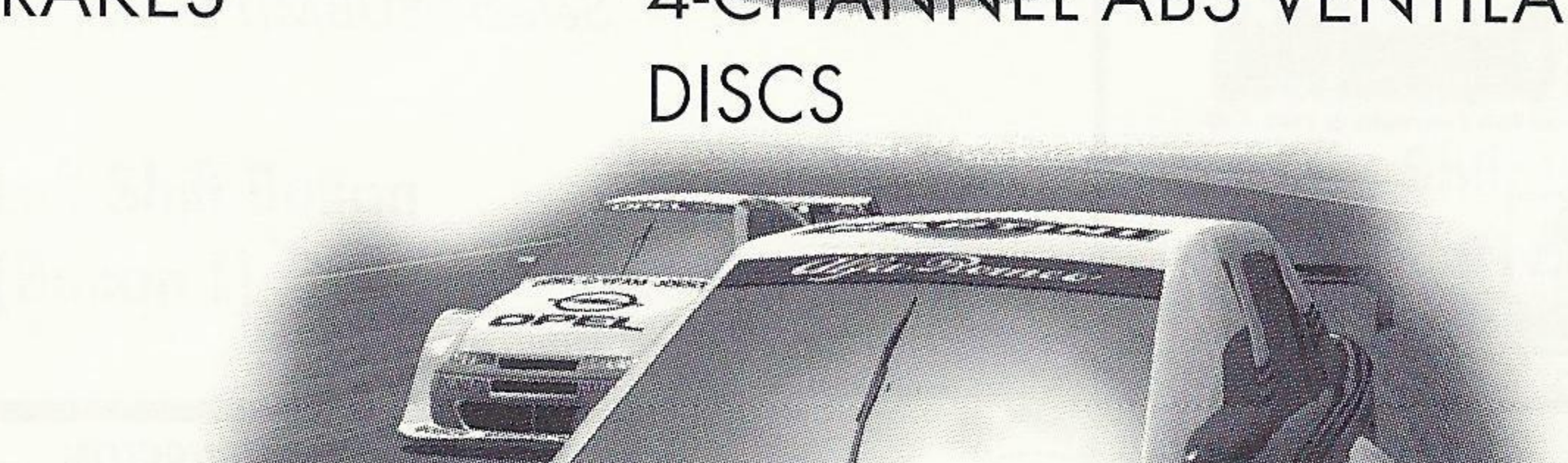
Your password is sent automatically.

Car Data

ALFA ROMEO 155V6TI

Features a longitudinally mounted engine. The shift lever is near the steering wheel, to enable rapid gear changes with just a snap of the hand.

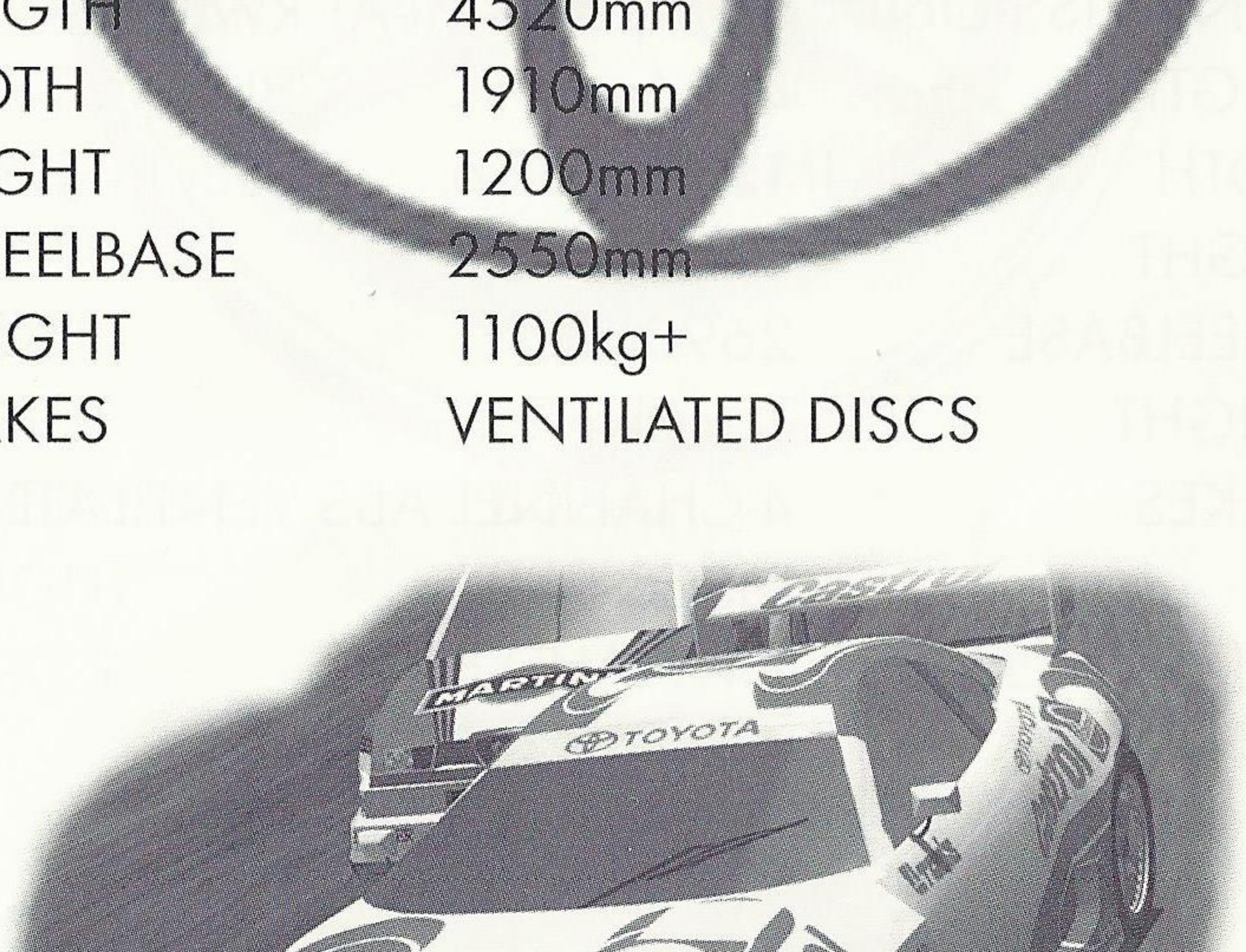
ENGINE TYPE	V6 24VALVES
CAPACITY	2499cc
MAX POWER	450bhp/11700rpm
MAX TORQUE	30.6kgm/9500rpm
TRANSMISSION	6-SPEED SEMI-AT 4WD
LENGTH	4620mm
WIDTH	1798mm
HEIGHT	1355mm
WHEELBASE	2540mm
WEIGHT	1040kg+
BRAKES	4-CHANNEL ABS VENTILATED DISCS



TOYOTA SUPRA GT

Toyota's flagship sports car which made its mark at the Japanese Grand Touring Car (JGTC) Drivers Championship. The car's turbo engine is the pride of Toyota's engineers, delivering 450 bhp.

ENGINE TYPE	STRAIGHT4 DOHC TURBO
CAPACITY	1998cc
MAX POWER	450bhp/6000rpm
MAX TORQUE	65.0kgm/4500rpm
TRANSMISSION	6-SPEED MT FR
LENGTH	4520mm
WIDTH	1910mm
HEIGHT	1200mm
WHEELBASE	2550mm
WEIGHT	1100kg+
BRAKES	VENTILATED DISCS



AMG MERCEDES C-CLASS

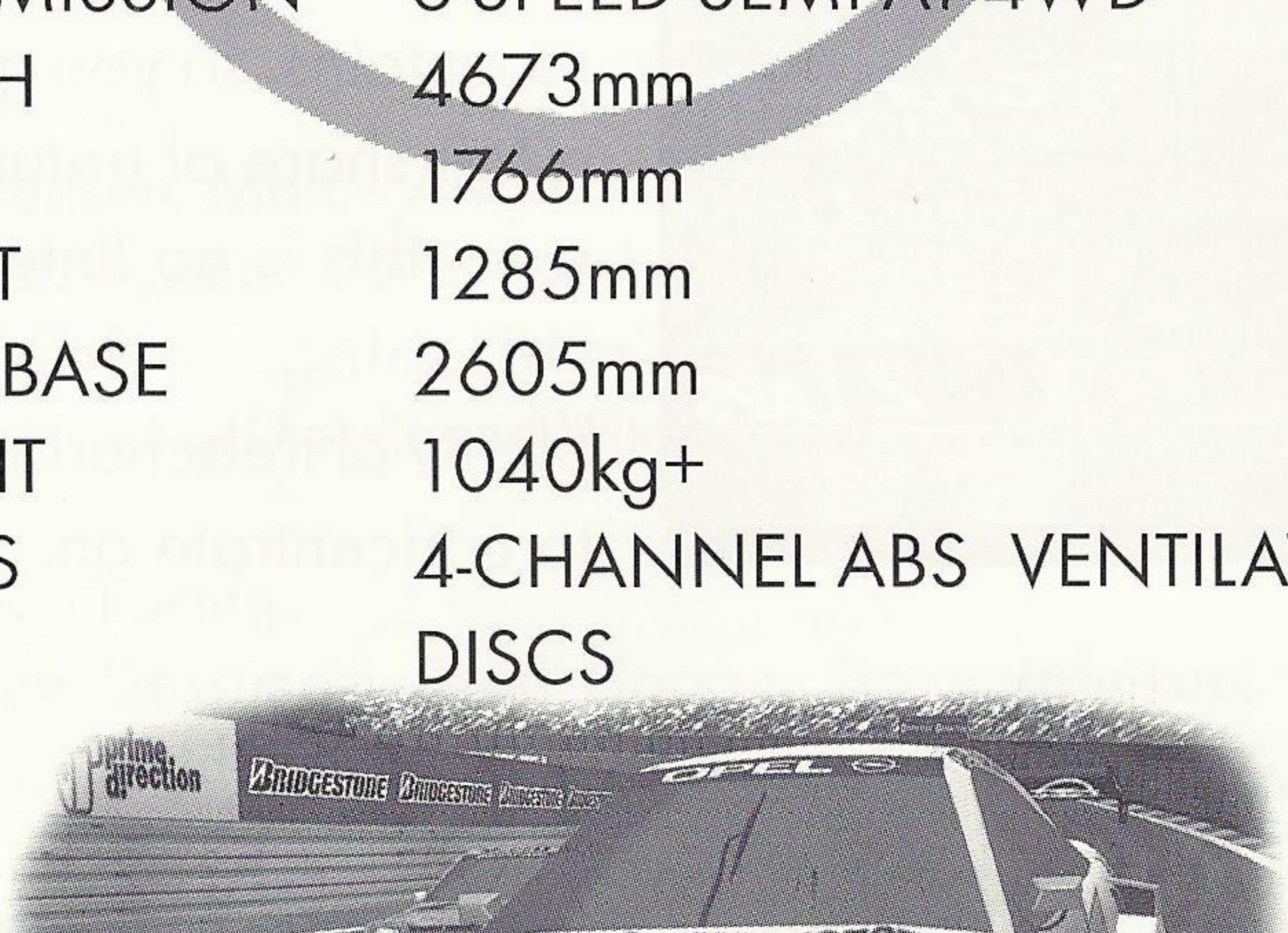
As always, Mercedes places importance on easy maintenance & safety. The driver's seat is positioned in the centre of the car. The car features semiautomatic 6-speed transmission, which can be controlled by buttons on the steering wheel. The car in the game is the D2 Privat Team silver model.

ENGINE TYPE	V6 24VALVES
CAPACITY	2499cc
MAX TORQUE	30.6kgm/9000rpm
TRANSMISSION	6-SPEED SEMI-AT RWD
LENGTH	4666mm
WIDTH	1789mm
HEIGHT	1280mm
WHEELBASE	2690mm
WEIGHT	1040kg+
BRAKES	4-CHANNEL ABS VENTILATED DISCS

OPEL CALIBRA V6

The engine of OPEL CALIBRA V6 is based on the 3165cc V6 of the OPEL Monterey. With the adoption of a semi-automatic, 6-speed transmission, it becomes possible to change gears in 1/5 of the time it took before. In addition, this car can manipulate the lock and stabilizer control automatically, detecting the amount of slip and the road traction of the tires via computer sensors.

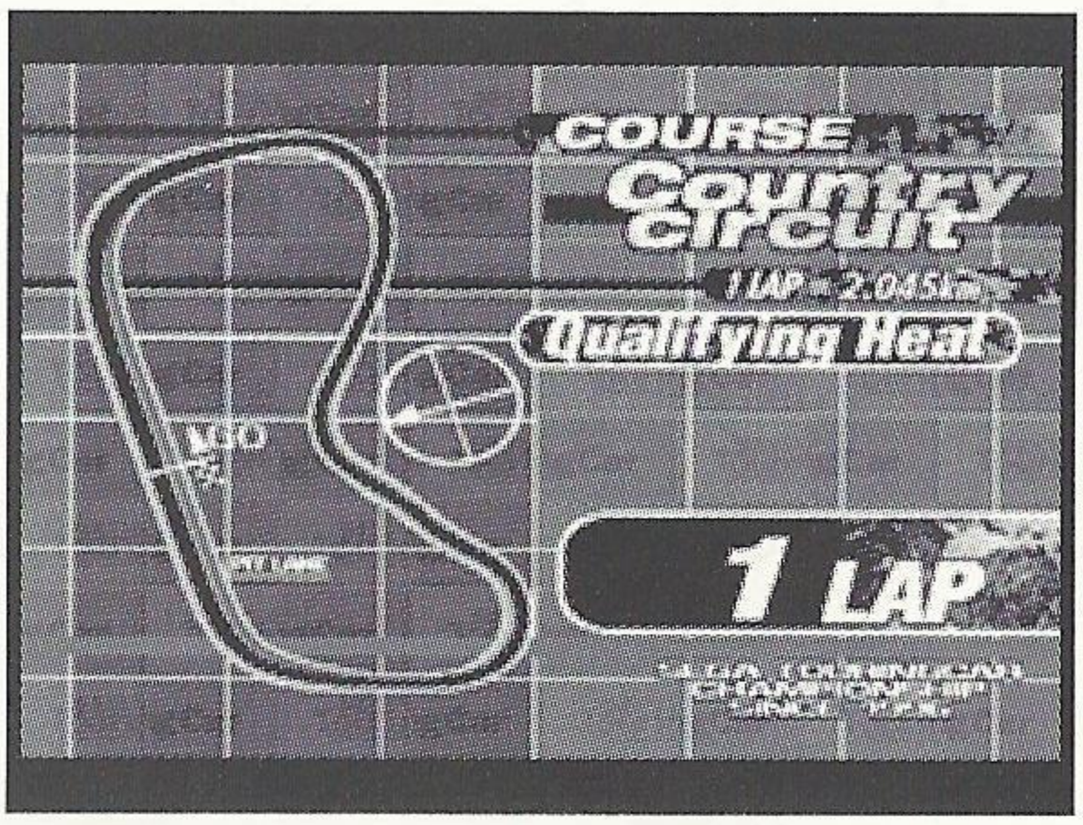
ENGINE TYPE	V6 24VALVES
CAPACITY	2498cc
MAX POWER	500bhp/11650rpm
MAX TORQUE	31.6kgm/9000rpm
TRANSMISSION	6-SPEED SEMI-AT 4WD
LENGTH	4673mm
WIDTH	1766mm
HEIGHT	1285mm
WHEELBASE	2605mm
WEIGHT	1040kg+
BRAKES	4-CHANNEL ABS VENTILATED DISCS



Race Circuit Info

Country Circuit: Beginner Level

Easy to drive because of the width of the road. But if you want to win the race, you have to be precise – even the smallest mistake could cost you the race.

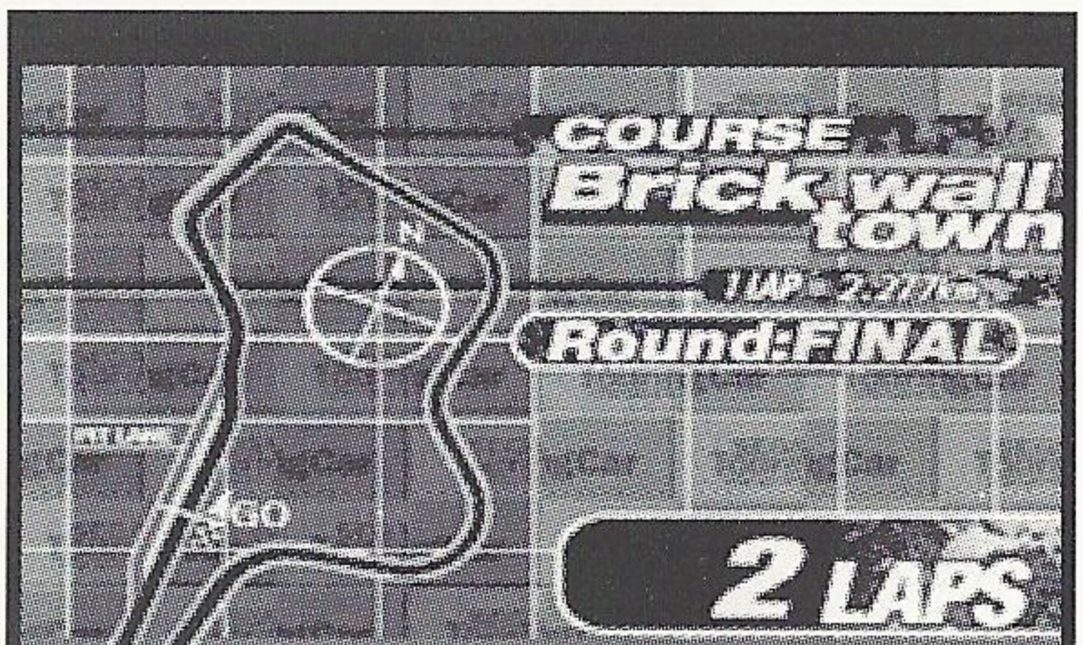


Grunwalt Circuit: Intermediate Level

This circuit is located in the mountains, so you get to see a fair share of nature. However, this is no time for bird watching – you've got plenty of treacherous curves to concentrate on.

Brickwall Town: Advanced Level

You may be a smoothy on purpose built circuits, but have you got street smarts? Precision handling and speed control are essential if you want to get to the finishing line.



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Special Thanks:
Jadelyn Chang, Angela Edwards, Bernie Stolar, Shuji Utsumi, and the Seedy Crew. The automobiles depicted in this game appears by courtesy of ALFA ROMEO, MERCEDEZ-BENZ, OPEL, and TOYOTA.

Notes

Notes

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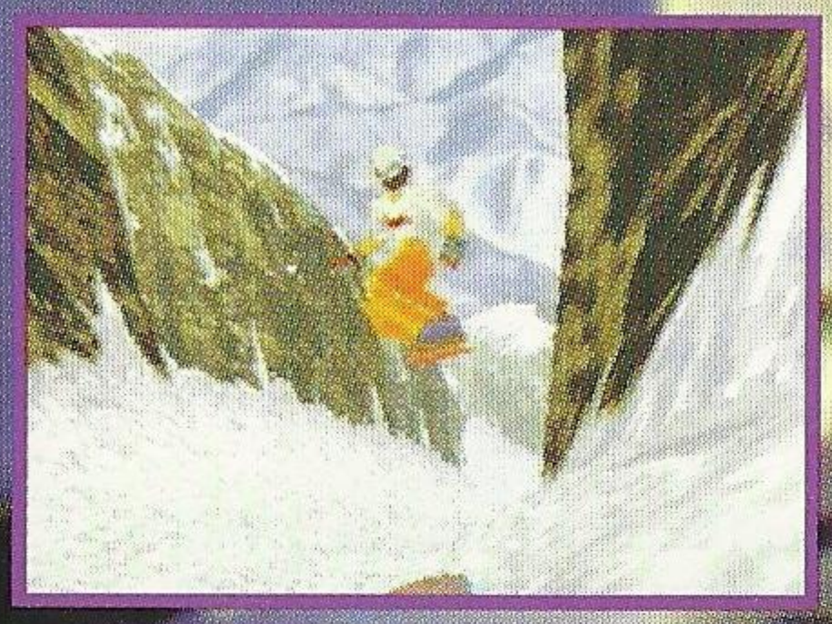
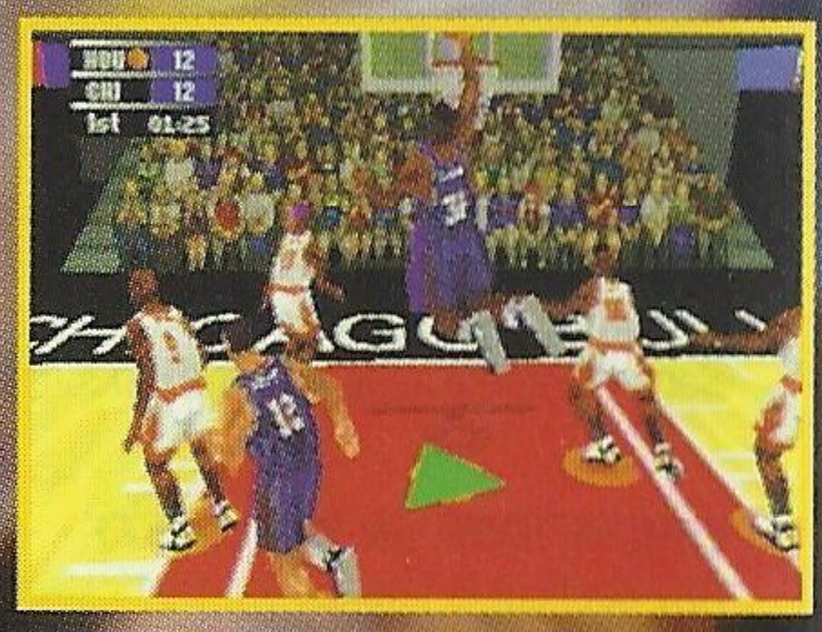
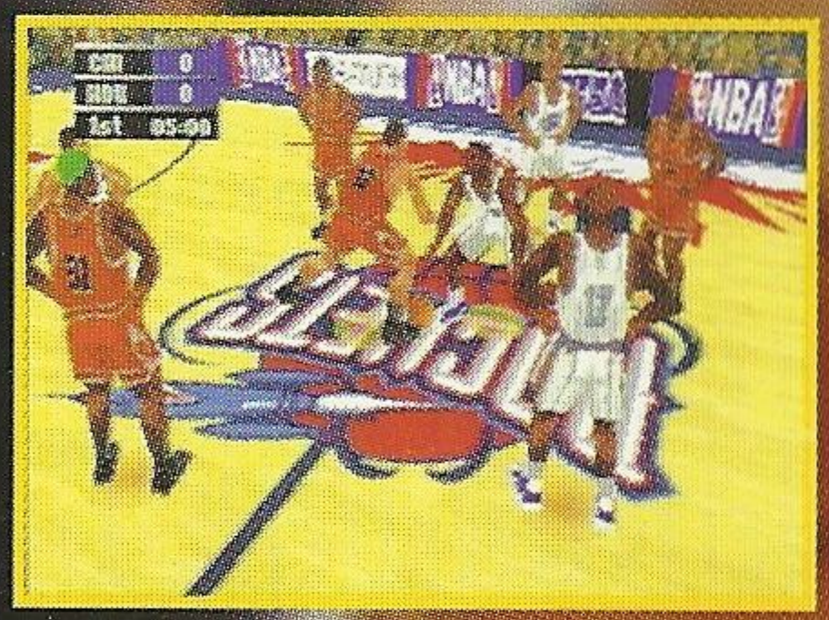
Steep Slope Sliders™



NBA action 98





The Total NBA Program!

The Dominant Snowboarding Game

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