Notices

Before using this game software
Read this help file before using DAYTONA USA Deluxe for Windows 95.

Notes on the SEGA PC disc
* Safety precautions
1. 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, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

2. When using this software, make sure the room is well lit and keep an adequate distance from the monitor. For your own health, take a rest of 10 to 20 minutes every hour and don't use this software when you are tired or short of sleep.

Do not damage or soil disc
Be careful not to scratch the disc or allow it to become dirty. Do not bend the disk or alter the size of the center hole.

Store properly
When storing, put the disc back in its original case and keep it away from places of high temperature or high humidity.

Do not write on the disc
Do not write or attach stickers to the disc.

Exercise care when cleaning
When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently in a straight line from the center to the edge. Do not use thinners, benzine or other petroleum-based products.

* This disc is intended for computer software use only. Do not attempt to play on conventional audio CD players as it may damage speakers or headphones.
* Please read any Readme documents present on the disc. The documents contain important information.

Auto save function
This game software saves the high scores and the data. Because of the auto save function, if you turn off the power switch of the computer while the game is active, the saved data may be destroyed.

Starting Up

After the Sega<TM>, Sega Sports<TM>, and Daytona Properties<TM> logos, a demo of the game appears. Press [Enter] at any time to bring up the Title screen. From the Title screen press [Enter] to forward to the Mode Select screen.

{button ,JI(`',`arcade')} **Arcade**
Battle the pack in your bid to win the Daytona Championship. Better be ready to gun for the finish line, because the other drivers are!

{button ,JI(`',`timeattack')} **Time Attack**
Perfect your driving skills with Time Attack mode. It's just you, your machine and the road for as many laps as you want.

{button ,JI(`',`vs')} **1P VS 2P**
Take on a friend for two-player racing excitement. Don't expect your friend to be any friendlier than the computer-controlled drivers in Arcade Mode, as there's only one winner here.

{button ,JI(`',`multiplayer')} **Multiplayer**
Hook up with a modem, TCP/IP or IPX LAN connection or serial cable to race with distant drivers.

{button ,JI(`',`records')} **Record**
Check out the high scores for the Time Attack and Arcade modes.

Exit
Quit the game.

Menu Bar

When racing, press [F3] or [Alt] to bring up the Menu Bar. The following are selected commands from the Menu Bar. Refer to the instruction manual for a complete list and descriptions for all of the commands. Shortcut keys are listed below, as are descriptions.

Game Header

Restart	(to start the game from the beginning)
Reset [Alt + F2]	(to return the game to the Mode Select screen)
Ghost Car Load	(to access available <u>Ghost Cars</u>)
Exit Game [Alt + F4]	(to quit the game)

Setting Header

Keyboard Settings [F5]	(to change keyboard key functions. Select one of four configurations or customize each control.)
Joystick Settings [F6]	(to change joystick button functions. Customize each control.)
Analog Control Setting	(When you use an analog joystick, please check this for finer steering.)
Screen Mode [F4]	(to change the size of the game window.)
Display Settings	(to have the game's background appear or not. Also, when you deselect, the speedometer reading changes from mph to kph. Finally, select the mode type. Check Interlace mode for a faster screen, or check High-polygon mode for a more vivid screen.)
Link Game Settings	(to register for Multiplayer game play.)
Sound Options	(to select sound tracks.)
Game Options	(to change game features : <u>Arcade,</u> <u>Time Attack,</u> <u>Console</u>)

Hint

* When playing in Full Screen mode, press [F3] or [Alt] to pause the game and bring up the Menu Bar.
* Should gameplay be slow, access [Screen Mode] and select [320x240 Full Screen 8 bit color].

Arcade
Game Mode (Normal, Grand Prix, Endurance)
Choose the length of the race with this setting. The number of laps vary according to the course.

Difficulty (Easy, Normal, Hard)
The more difficult the game, the less time you are given to complete the lap sections, and the more skilled your opponents are.

Time Compare (On, Off)
Select On to have the difference between your current time and the lap's best time displayed at the end of the lap section.

Section Laps (On, Off)
When this option is enabled, the Section Lap times are displayed on the game screen.

Time Attack
Ghost Car (On, Off)
Select to enable the Ghost Car option (On/Off).

Time Compare (On, Off)
Select On to have the difference between your current time and the lap's best time displayed at the end of the lap section.

Section Laps (On, Off)
When this option is enabled, the Section Lap times are displayed on the game screen.

Console
Select to have console displays appear or not. Display types depend on the mode you are currently playing.
When you are finished, click on [OK]. If you wish to cancel settings, click on [CANCEL].

DAYTONA USA Deluxe Controls

Keyboard Control
[Type A] is the default configuration for 1P. [Type C] is the default configuration for 2P. Two other configurations are available, and customization is possible. Access Keyboard Settings in the Menu Bar to change configurations.

Type A
Type B
Type C
Type D

Joystick / Gamepad Control
Default settings are listed for each game control listed below. Access Joystick Settings in the Menu Bar to change settings.

Joystick / Gamepad
Microsoft SideWinder game pad
Microsoft SideWinder Force Feedback Pro

Exit Menu
Press [Enter] during game play to pause the game. EXIT? then appears. You then have one of three choices:
YES   to quit the game and return to the Title screen
NO   to resume the game
RESTART   to start again from the beginning of the race

Pause
When racing, press [F3] or [Alt] to bring up the Menu Bar

Notice
* When using a joystick or game pad, selection and confirmation is necessary before game play. Open the Game Device file in the Control Panel to select and confirm your game device.
* Game devices with three or more buttons are needed in order to play this game. Game play is not guaranteed for devices having less than this number of buttons.

Keyboard Controls (Type A)

Steering	[LEFT] and [RIGHT]
Gas	[X]
Brake	[Z]
Shift Up	[UP]
Shift Down	[DOWN]
View Change	[C]
Exit menu	[Enter]
Pause	[F3]
Highlight	[Up] [Down] [Right] [Left]
Select	[Enter]
Cancel	[Esc]

Keyboard Controls (Type B)
Steering   [LEFT] and [RIGHT]
Gas   [NUMPAD 0]
Brake   [NUMPAD 1]
Shift Up   [UP]
Shift Down   [DOWN]
View Change   [NUMPAD 4]
Exit menu   [Enter]
Pause   [F3]

Highlight   [Up] [Down] [Right] [Left]
Select   [NUMPAD 0]
Cancel   [NUMPAD 1]

Keyboard Controls (Type C)

Steering	[A] and [D]
Gas	[J]
Brake	[H]
Shift Up	[W]
Shift Down	[S]
View Change	[K]
Exit menu	[Enter]
Pause	[F3]
Highlight	[W] [S] [A] [D]
Select	[J]
Cancel	[K]

Keyboard Controls (Type D)

Steering	[H] and [K]
Gas	[S]
Brake	[A]
Shift Up	[U]
Shift Down	[J]
View Change	[C]
Exit menu	[Enter]
Pause	[F3]
Highlight	[U] [J] [H] [K]
Select	[S]
Cancel	[A]

Microsoft SideWinder Force Feedback Pro

Steering	LEFT and RIGHT
Gas	Button 1
Brake	Button 2
Shift Up	C
Shift Down	D
View Change	B
Start	Start Button
Exit menu	Start Button
Pause	[F3](keyboard)
Select	Button 1
Cancel	Button 2

Microsoft SideWinder game pad

Steering	LEFT and RIGHT
Gas	A
Brake	B
Shift Up	UP
Shift Down	DOWN
View Change	C
Start	Start Button
Exit menu	Start Button
Pause	[F3](keyboard)
Select	A
Cancel	B

Joysticks / Gamepad

Steering	LEFT and RIGHT
Gas	Button 1
Brake	Button 2
Shift Up	UP
Shift Down	DOWN
View Change	Button 3
Exit menu	[Enter](keyboard)
Pause	[F3](keyboard)
Select	Button 1
Cancel	Button 2

Arcade

From the Course Select screen, choose where you'll take on the pack of second bests. Press UP or DOWN to highlight and [Enter] to select.

After you select the course, choose your car. Press UP or DOWN to highlight and [Enter] to select. Do the same for AT (Automatic Transmission) or MT (Manual Transmission). It is suggested you start play using the Automatic Transmission. The AT gives you time to get used to the basic controls and course layouts. Select the MT type after you have raced several times.

Finally, make changes if desired on the Car Settings screen. Experiment with the suspension, handling and height options to discover which settings work best for you. Make selections as you would when you select your car and transmission.

* Press [Esc] while making selections should you wish to return to the previous screen.

Time Attack

In Time Attack, select the course as you would in Arcade Mode. Both the fastest lap and best time for the course are listed. No doubt there will be new times listed after you finish the course and access this screen the next time around, right?

Again, as in Arcade Mode, select the machine and transmission type, and make the changes to the settings which will lead you to victory.

Choose the length of your run. In FREE RUN you race as many laps as desired. Press UP or DOWN to highlight and [Enter] to select.

About the Ghost Car

About the Ghost Car

When you have completed your race, SAVE THIS GAME? appears onscreen. Select YES to save the race data.

Open [Ghost Car Load] in the [Game] header of the Menu Bar to access saved data. Select any of the races you have saved. The next time you race in Time Attack, the car from your earlier race appears! Can you outrun your earlier race?
Note: Races which take more than five minutes can not be saved.

1P VS 2P

After challenging a friend, get ready for some fast-paced racing! Player 1 selects the course as in Arcade Mode. Select cars and transmission types and change settings at the same time. The same car can be chosen by both players if desired.

After selecting, Player 1 selects the length of the race. Alternatively, he or she can select a Time Lag race. Press UP or DOWN to highlight and [Enter] to select.

After selecting the length of the race, Player 1 can select a time start difference. Press UP or DOWN to highlight and [Enter] to select. Press and hold UP to delay the start of Player 1, or DOWN to delay the start of Player 2. The number indicates how many seconds the player is delayed. Press [Enter] to confirm. Next, set the Slow Car Boost option. Press UP or DOWN to highlight ON or OFF. Select ON to give a boost to the engine (and thus the speed) of the slower car in the race. Press [Enter] to confirm. When Time Lag is selected from the 1P VS 2P screen, set only the Time Lag difference from 1 to 9 seconds. The Time Lag is the amount of time the second car has to pass a checkpoint after the first car has already passed. If the second car does not pass the checkpoint in the allotted time, the game is

over.

* Press [Esc] while making selections should you wish to return to the previous screen.

Multiplayer

DAYTONA USA Deluxe lets you play games over networked computers. Up to eight personal computers can be connected for playing games through LAN connections, and two can play with modems or serial cables.

Select the method for connecting computers.

{button ,JI(`',`modem')} **Modem Game**   Select when using a telephone line and a modem of at least 14400 bps for playing against a remote player (for two players). Select [Modem Connection For Directplay].

{button ,JI(`',`lan')} **LAN Game**   If your personal computer is connected to a LAN, you can connect and play against other people with personal computers on the same LAN (for two to eight players). Select [IPX Connection For Directplay] or [Internet TCP Connection For Directplay].

{button ,JI(`',`cable')} **Cable Game**   Two personal computers can be connected directly using a serial cable (cross cable) for playing against each other (for two players). Select [Serial Connection For Directplay]

Modem game (for two players)

You can enjoy playing against a remote player by using a telephone line and a modem of at least 14400 bps. Both players must set the following in advance:
* Race time
* Caller
* Modem setting
* Payment of telephone charge

* **   Before starting a game by modem **
A modem game requires the following setup:
* Modem connection

Connect a modem to the personal computer and telephone line while referring to the relevant operation manuals and the Windows 95 help file.

* ** Procedure for starting a game by modem **

1.Settings
When you select Multiplayer from the Mode Select screen, a dialog box appears.
　　(i) Entering your name
　　This is used to let the other player know who you are. Please select a simple name. If the name already displayed is OK, you don't need to enter your name again.

　　(ii) Connection type
　　Next, a window appears displaying the connection types. Select [Modem Connection For Directplay].

* Note: You only enter information in the dialog box once. Should you wish to change any of the information, access Link Setting in the [Setting] header of the Menu Bar.

2. Modem Setting
The modem setting screen is displayed. Select the connected modem and click on [Setting] to set a communication port and communication speed. Make the settings as shown above. See the operation manuals of the modem and personal computer, and Windows 95 help file if necessary.

* Note : Do not enable the Data compression option.

3. Select whether you will dial or wait for a call from the other person
If you are going to dial, select [Dial]; but if you are going to wait for the other person to call, select [Wait]. If both players select either [Dial] or [Wait] together, the match cannot start. Agree in advance which person is to select [Dial] or [Wait].

4. Enter your phone number
On the screen of the player who selected [Dial], the window for entering a phone number is displayed. Enter the phone number of the other person (check the phone number in advance).

5. Chat screen
Once the connection is made, the Chat screen appears. Use the keyboard to send messages to your rival. When Player 1 clicks on [Start], the race begins. See the 1P VS 2P mode for more details.

LAN game (for two to eight players)

If your personal computer is connected to a LAN, you can connect and play against other people with personal computers on the same LAN. Since this requires a stable communication speed, operation may pause or slow down depending on the environment.

** Before starting a game by LAN **
A game by LAN requires the following setup:

* Connection of personal computer to LAN
A LAN game of DAYTONA USA Deluxe requires a LAN with the TCP/IP or IPX/SPX compatible protocol. For details of the connection method, ask the network administrator of your LAN.

* Network setting
Open Network of your Control Panel. For details, see the Windows 95 help file, or consult the network administrator of your LAN. DAYTONA USA Deluxe does not require file sharing to be set.

** Procedure for starting a game by LAN **

1.Settings
When you select Multiplayer from the Mode Select screen, a dialog box appears.
    (i) Entering your name
    This is used to let the other player know who you are. Please select a simple name. If the name already displayed is OK, you don't need to enter your name again.

    (ii) When using a LAN supporting TCP/IP, select [Internet TCP Connection For Directplay]. When using a LAN supporting IPX/SPX compatible protocol, select [IPX Connection For Directplay].

* Note : You only enter information in the dialog box once. Should you wish to change any of the information, access Link Setting in the [Setting] header of the Menu Bar.

2. Chat screen
Once the connection is made, the Chat screen appears. Use the keyboard to send messages to your rival. When Player 1 clicks on [Start], the race begins. See the 1P VS 2P mode for more details.

Game by cable (for two players)

Two personal computers can be connected for a game using a serial cable (cross cable).

** Before starting a game by cable **
A cable game requires two personal computers to be connected through a serial cable (cross cable).
For the connection method, see the operation manuals of the personal computers and the Windows 95 help file.

** Procedure for starting a cable game **

1.Settings
When you select Multiplayer from the Mode Select screen, a dialog box appears.
   (i) Entering your name
   This is used to let the other player know who you are. Please select a simple name. If the name already displayed is OK, you don't need to enter your name again.

   (ii) Connection type
   Next, a window appears displaying the connection types. Select [Serial Connection For Directplay].

* Note : You only enter information in the dialog box once. Should you wish to change any of the information, access Link Setting in the [Setting] header of the Menu Bar.

2. Setting the communication port
The communication port setting screen is displayed next. Make the settings as shown above, matching the personal computer of the other person. [Bits/second] is limited depending on the types of personal computers. Set a speed of at least 14400 bps that your personal computer supports. See the operation manual of the personal computer if necessary.

3. Chat screen
Once the connection is made, the Chat screen appears. Use the keyboard to send messages to your rival. When Player 1 clicks on [Start], the race begins. See the 1P VS 2P mode for more details.

Records

The second best feeling after setting a top time for a course is seeing your run listed in the record book. Press [UP] or [DOWN] to toggle between Arcade and Time Attack top scores. The example below helps illustrate how to access a record.

Let's say you just ran a Grand Prix race in Dinosaur Canyon in the Arcade Mode. If Arcade is not already highlighted, press UP or DOWN to do so. Next, press RIGHT to access the courses column, and press UP or DOWN until Dinosaur Canyon is highlighted. Press RIGHT again to access the Game Mode type column, and UP or DOWN until Grand Prix is highlighted. Press [PageDown] to scroll down and [PageUp] to scroll up the list of top scores.

For Time Attack courses, press [Tab] to access the list of fastest section times. When you finish reviewing, press [Tab] to return to the course times.

If you just had a record book run, press [Enter] to replay the race.

The car and transmission types are listed on the screen. Next to them are the record setters and their times for the race. An R indicates that the record setter ran the course backwards.

The Race is on!

During the race, you'll need to pass the start line in the time allotted or the race is over for you. Any additional time you still have when you pass the start line is added to the next lap.

You need to watch your back and sides for rival drivers, who have a nasty habit of turning up the heat and bumping you around to see if you can handle the pressure. The tight turns and hairpin curves that send your car spinning and flipping should you hit the wall are even more dangerous.

Refer to DAYTONA USA Deluxe Controls for a list of the default controls for the game. Control functions can be changed in Keyboard Settings [F5] or Joystick Settings [F6] in the Menu Bar.

* Racing View
Set the racing view controls in the Keyboard Settings or the Joystick Settings screen.

"Eating Dirt"   "In the Cockpit"

"Right Behind" "Up and Away"

* The pit

The pit
If you have been careening off cars and walls you might want to head to the Pit, where your crew is waiting to make repairs. The location of the Pit depends on the course you are racing. Head in and your crew takes care of the rest.

When the crew is finished, you can start racing again.

Three Seven Speedway

Three Seven Speedway
This is a good course to race when learning to play. It has few curves and long straightaways, giving you a chance to concentrate on learning the controls. The hairpin turn at the end is a bit tricky, so take it easy or you'll be seeing the course upside-down.

Three Seven Speedway
Dinosaur Canyon
Sea-Side Street Galaxy
National Park Speedway
Desert City
Silver Ocean Causeway

National Park Speedway
At this park, you face a number of challenges. The good news is that there are not too many other drivers; the bad news is that they are really good. In addition to the drivers, you face several sharp turns. About 1/3 of the way through, you need to veer to the right or you'll run right into the wall. Slippery embankments add to the fun.

Three Seven Speedway
Dinosaur Canyon
Sea-Side Street Galaxy
National Park Speedway
Desert City
Silver Ocean Causeway

Dinosaur Canyon
They've got everything out here at this track in the desert; tunnels, tight curves, and a great view of natural rock formations. Don't be distracted by the scenery though, as you need all your concentration to get through this course. Take care at the hairpin and the curve right before the Start/Finish Line. In both places there appears to be enough land even for high-speed turns. However...

Three Seven Speedway

Dinosaur Canyon

Sea-Side Street Galaxy

National Park Speedway

Desert City

Silver Ocean Causeway

Sea-side Street Galaxy

This is arguably the most challenging course in the game. You need to pay attention to direction signs and act quickly to stay on target. Try this one out slowly the first few times to get an idea of the course run. Most of the curves require very low speeds.

Three Seven Speedway

Dinosaur Canyon

Sea-Side Street Galaxy

National Park Speedway

Desert City

Silver Ocean Causeway

Desert City

It's a nice day in Desert City for a race, with clear skies and a dry road. But don't let the course fool you. Towards the start of the race is a long brick wall followed by a wicked left turn. Take it easy along this entire stretch. If you head to the pit make sure you are far enough left, well away from the road divider.

Three Seven Speedway
Dinosaur Canyon
Sea-Side Street Galaxy
National Park Speedway
Desert City
Silver Ocean Causeway

Silver Ocean Causeway
Race through the arcade and out next to the surf in this course. It's a great day for a ride down by the beach!

NORMAL

GRIP
★★★

ACCELERATION
★★★

MAX SPEED
★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

Hornet
The Hornet is a well-balanced machine, with strong traction and good acceleration. It has an average top speed.

NORMAL

GRIP
★★★

ACCELERATION
★★★

MAX SPEED
★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance
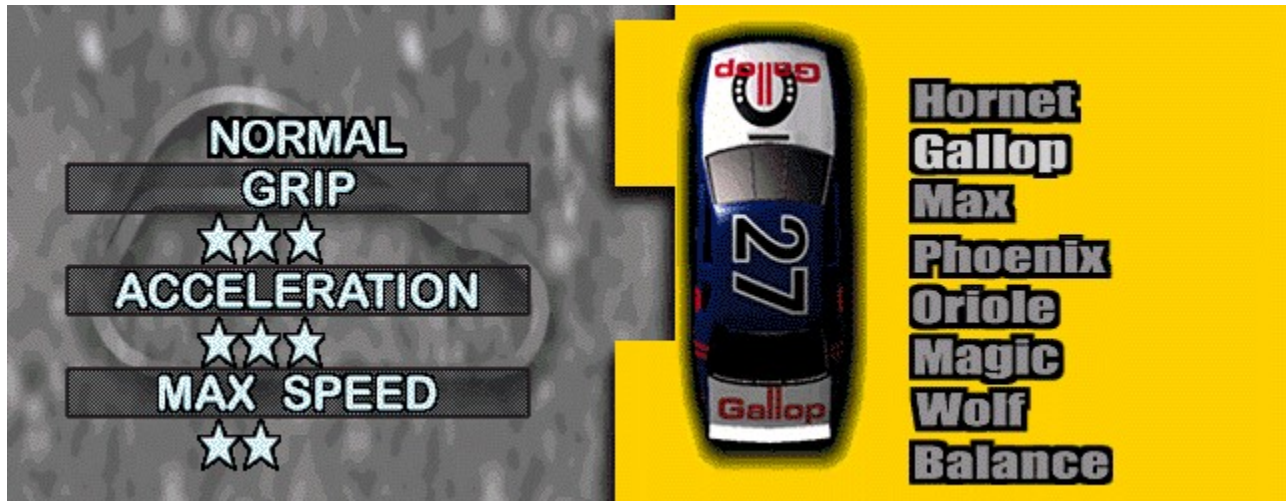
Gallop
The Gallop is very similar to the Hornet, yet rear slipping occurs more with the Gallop than with its cousin.

BEGINNER

GRIP
★★★★★

ACCELERATION
★★★★★

MAX SPEED
★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance
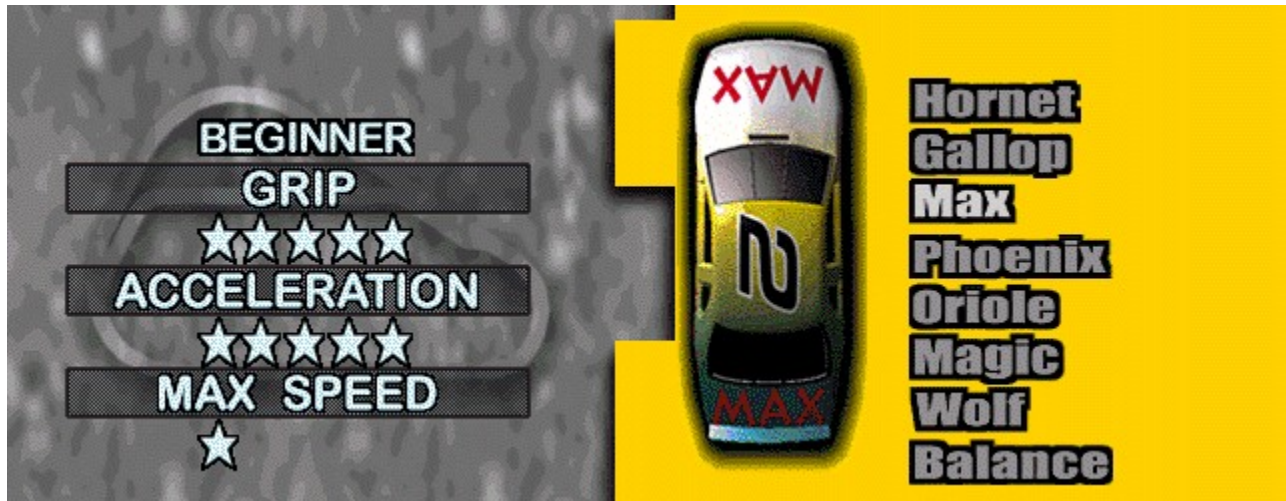
Max
This car is great to use when first starting to play. Though its top speed is not very high, the Max has solid traction and good acceleration. Even on grass the machine can accelerate quickly.

EXPERT

GRIP
★

ACCELERATION
★★★★★

MAX SPEED
★★★★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

Phoenix
Of all the cars, the Phoenix is the fastest and has the greatest acceleration. The trade-off is that tire type and engine torque make for challenging handling.

EXPERT

GRIP
★★

ACCELERATION
★★★★

MAX SPEED
★★★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

Oriole

This machine has decent grip, excellent speed and fine acceleration. The car is a bit heavy in the front, so take care with the understeering.

EXPERT

GRIP
★★★

ACCELERATION
★★

MAX SPEED
★★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

Magic
The Magic is arguably the most challenging car to drive. While grip and top speed are both good, acceleration is considerably slower than average. Because it is heavy in the rear, rear handling is a bit tricky.

BEGINNER
GRIP
★★★★
ACCELERATION
★★★★★
MAX SPEED
★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance

Wolf
Nice grip and good acceleration are offset by low top speed for the Wolf. Because the car is light, it is quick to come out of turns and head down the highway.

NORMAL

GRIP
★★★★★

ACCELERATION
★

MAX SPEED
★★★★

Hornet
Gallop
Max
Phoenix
Oriole
Magic
Wolf
Balance
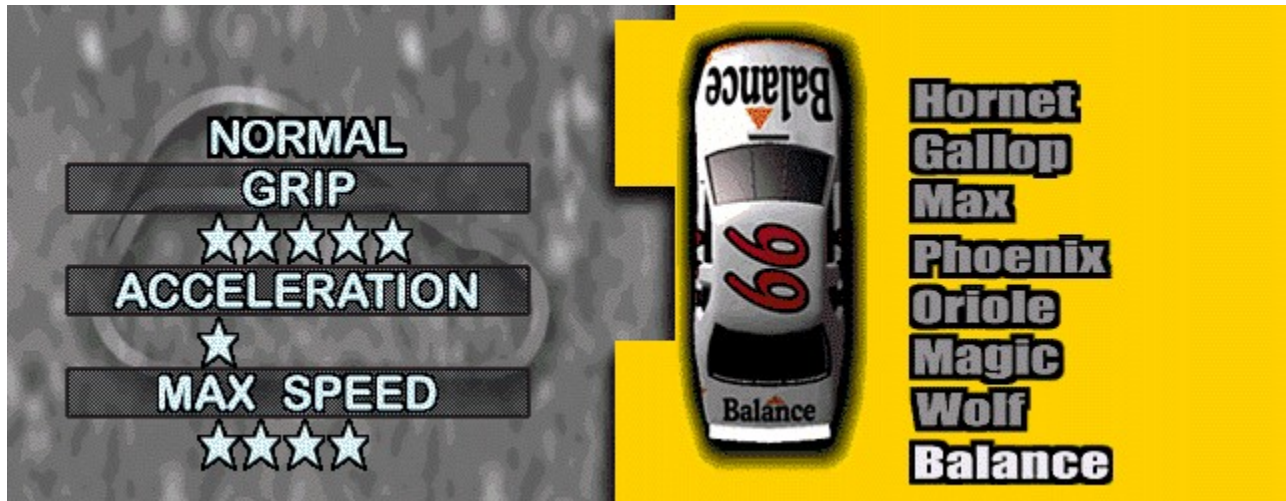
Balance
The frame on this car is a good design. Acceleration is slow, but traction and top speed are assets. Due to its solid traction, the car is best not used in an attempt to skid around corners.

Arcade Mode Screen

{button ,JI(`',`tascreen')} **Time Attack Mode Screen**
{button ,JI(`',`vsscreen')} **1P vs 2P Mode Screen**

1. Current/Total Laps
The current lap you are racing and the total number of laps for the race.

2. Lap Times
These are the lap times for the current race.

3. Tachometer
This registers the rpms for your car's engine. In manual transmission games, shift up when the needle is in the yellow for best results.

4. Gear and Transmission Type
Your car's current gear, and transmission type.

5. Current Speed
Your car's speed in mph/kph.

6. Time Remaining
The time remaining for the lap.

7. Current Position
Your rank in the pack.

8. Fastest Lap Time Difference
The time difference between the fastest lap for the course to date and your lap is displayed.

9. Section Lap
The times for the sections of the current lap.

10. Traffic
This window registers opponents in your car's vicinity. It is useful in helping you block opponents creeping up from behind. Use it to look for openings when the road gets crowded.

11. Course Map
Your car (noted "P" for player) and the car currently in first place appear on this map. When you pass the first place car, the "1" designation changes to a "2".

Time Attack Mode Screen

{button ,JI(`',`arcadescreen')} **Arcade Mode Screen**
{button ,JI(`',`vsscreen')} **1P vs 2P Mode Screen**

1. Total Time
The elapsed time in the race so far.

2. Lap Times
These are the lap times for the current race.

3. Tachometer
This registers the rpm's for your car's engine. In manual transmission games, shift up when the needle is in the yellow for best results.

4. Gear and Transmission Type
Your car's current gear, and transmission type.

5. Current Speed
Your car's speed in mph/kph.

6. Course Map
Your car (noted "P" for player) appears on the map of the course.

7. Fastest Lap
The fastest lap for the course to date.

8. Course Record
The course record to date.

9. Current/Total Laps
The current lap you are racing and the total number of laps for the race.

10. Section Lap
The times for the sections of the current lap.

11. Time Difference
The course area record (for a race with a specified number of laps) or the fastest lap (for a Free Run race).

1P vs 2Pmode Screen

{button ,JI(`',`arcadescreen')} **Arcade Mode Screen**
{button ,JI(`',`tascreen')} **Time Attack Mode Screen**

1. Lap Time
This is the lap time for the current race.

2. Tachometer
This registers the rpms for your engine. In manual transmission games, shift up when the needle is in the yellow for best results.

3. Gear and Transmission Type
Your current gear, and transmission type.

4. Current Speed
Your speed in mph/kph.

5. Current/Total Laps
The current lap you are racing and the total number of laps for the race.

6. Best Lap
This is the time for the fastest lap to date.

7. Current Position
Your rank in the pack.

8. Time Difference
When the second player crosses the checkpoint, the time difference between the two players is displayed.

9. Traffic
This window registers opponents in your car's vicinity. It is useful in helping you block opponents creeping up from behind. Use it to look for openings when the road gets crowded.

10. Time Difference
The time difference is decided by the players before racing. This is the amount of time the second car has to reach the checkpoint. Should the second car not reach the checkpoint in time, the first car wins.

11. Time Countdown
When the first player crosses the checkpoint, a countdown begins. The countdown number is displayed on the game screen of the second player.

Top Score

Did you have a fast run? Congratulations! Add your initials to the Daytona top scores list. Here's how:
* LEFT or RIGHT to change a letter
* [Enter] to select a letter
* [Esc] to deselect a letter
* [Enter] when END is highlighted or Start to enter your initials into the Record Book

After entering your initials, check out the Result screen. Here the fastest times for the course are listed. Replay your race and relive the glory by pressing LEFT or RIGHT to highlight YES and press [Enter]. Alternatively, select NO to bring up the Mode Select screen.

From the Veteran

If you are having trouble in Arcade mode, use Time Attack mode to perfect your driving. Try Arcade mode once you feel comfortable with the course, and race against the competition.

The competition is tough, but your biggest concern is the walls which line the course. Even if you have to slow down to a crawl to make it around the curve, you can make up lost time on the straightaway. It is harder to make up lost time after you crash.

There are several ways to take a curve. Three ways are listed below. Use them separately or in combination. Experiment to discover which works best in different situations.
* Release the button used for acceleration
* Tap the button used for brakes
* Downshift (manual transmission only)
* Watch the Ghost Car image in Time Attack mode to get an idea of where the best parts of the track and the tight spots are

Troubleshooting Contact

If you have any trouble with the game, please contact the agent printed on the DAYTONA USA Deluxe manual.

Information on SEGA PC software is also available on the Internet web site
Japan : http://www.sega.co.jp/sega/athome/pc/
U.S.A : http://www.sega.com/
       For technical support, please contact: segapc@sega.com
Europe :   http://www.sega-europe.com/

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Lyrics for "SONS OF ANGELS" and "THE AMERICAN DREAM" written by Eric Martin and Andre Pessis.

BACK GROUND VOCALS
Eric Martin and Gary Cirimelli
*Eric Martin appears courtesy of Atlantic Recording Corporation.

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