

Please read this first

Thank you for purchasing *MANX TT SUPERBIKE*(TM) for Windows(R) 95. Please read the Help File and the accompanying instruction manual before playing the game.

Notes on the SEGA PC CD-ROM

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 disc 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 on 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 input to the hard disk using [Setting] on the menu bar. 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.

MANX TT Controls

Keyboard Control

[Type A] is the default configuration. Three other configurations are available, and customization is possible. Access the [CONTROLLERS] screen from the [OPTIONS] menu to change configurations. To enable keyboard control, click [KEYBOARD] at the top of the [CONTROLLERS] screen.

[Type A](#)

[Type B](#)

[Type C](#)

[Type D](#)

Joystick / Gamepad Control

[Type A] is the default configuration. Three other configurations are available, and customization is possible. Access the [CONTROLLERS] screen from the [OPTIONS] menu to change configurations. To enable keyboard control, click [JOYSTICK] at the top of the [CONTROLLERS] screen.

[Type A](#)

[Type B](#)

[Type C](#)

[Type D](#)

Keyboard and Joystick / Gamepad Control

[Type A] is the default configuration. Three other configurations are available, and customization is possible. Access the [CONTROLLERS] screen from the [OPTIONS] menu to change configurations. To enable keyboard control, click [KEYBOARD AND JOYSTICK] at the top of the [CONTROLLERS] screen.

[Type A](#)

[Type B](#)

[Type C](#)

[Type D](#)

Exit Menu

Press [Esc] during a race to pause the game. Once PAUSED, a list of options appears:

Choose **CONTINUE** to carry on racing.

Choose **RESTART** to begin the current race again.

Choose **EXIT** to retire from the race.

Changing the game screen size

The size of the game screen size can be controlled by pressing [Shift] together with the [+] or [-] key. If you feel that the game's speed is slow, try reducing the size of the game screen.

Notice

* When using a joystick or game pad, selection and confirmation is necessary before game play. Open the [Game Controller] file in the [Control Panel] to select and confirm your game device.

* Game devices with two 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.

* This game is not designed for use with the Sega Saturn Control Pad, Virtua Stick or Arcade Racer. Game performance using these devices cannot be guaranteed.

Type A

Change view	[C]
Throttle	[X]
Brake	[Z]
Tilt LEFT	[LEFT ARROW]
Tilt RIGHT	[RIGHT ARROW]
Gear UP	[UP ARROW]
Gear DOWN	[DOWN ARROW]
Fast bank	[LEFT Shift]
Hold bank	[LEFT Ctrl]
Exit Menu	[Esc]

Type B

Change view [Num 4]
Throttle [Num 0]
Brake [Num 1]
Tilt LEFT [LEFT ARROW]
Tilt RIGHT [RIGHT ARROW]
Gear UP [UP ARROW]
Gear DOWN [DOWN ARROW]
Fast bank [LEFT Shift]
Hold bank [LEFT Ctrl]
Exit Menu [Esc]

Type C

Change view	[K]
Throttle	[J]
Brake	[H]
Tilt LEFT	[A]
Tilt RIGHT	[D]
Gear UP	[W]
Gear DOWN	[S]
Fast bank	[LEFT Shift]
Hold bank	[LEFT Ctrl]
Exit Menu	[Esc]

Type D

Change view	[D]
Throttle	[S]
Brake	[A]
Tilt LEFT	[H]
Tilt RIGHT	[K]
Gear UP	[U]
Gear DOWN	[J]
Fast bank	[LEFT Shift]
Hold bank	[LEFT Ctrl]
Exit Menu	[Esc]

Type A

Change view	Joystick Button 3
Throttle	Joystick Button 1
Brake	Joystick Button 2
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick UP
Gear DOWN	Joystick DOWN
Fast bank	Joystick Button 4
Hold bank	None
Exit Menu	[Esc]

Type B

Change view	Joystick Button 3
Throttle	Joystick UP
Brake	Joystick DOWN
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick Button 1
Gear DOWN	Joystick Button 2
Fast bank	Joystick Button 4
Hold bank	None
Exit Menu	[Esc]

Type C

Change view	Joystick Button 4
Throttle	Joystick Button 2
Brake	Joystick Button 1
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick UP
Gear DOWN	Joystick DOWN
Fast bank	Joystick Button 3
Hold bank	None
Exit Menu	[Esc]

Type D

Change view	Joystick Button 3
Throttle	Joystick UP
Brake	Joystick DOWN
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick Button 1
Gear DOWN	Joystick Button 2
Fast bank	None
Hold bank	Joystick Button 4
Exit Menu	[Esc]

Type A

Change view	[Space]
Throttle	Joystick Button 1
Brake	Joystick Button 2
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick UP
Gear DOWN	Joystick DOWN
Fast bank	None
Hold bank	None
Exit Menu	[Esc]

Type B

Change view	[Space]
Throttle	Joystick UP
Brake	Joystick DOWN
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick Button 1
Gear DOWN	Joystick Button 2
Fast bank	None
Hold bank	None
Exit Menu	[Esc]

Type C

Change view	[Space]
Throttle	[B]
Brake	[N]
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	[V]
Gear DOWN	[M]
Fast bank	Joystick UP
Hold bank	Joystick DOWN
Exit Menu	[Esc]

Type D

Change view	Joystick Button 1
Throttle	Joystick Button 2
Brake	Joystick Button 3
Tilt LEFT	Joystick LEFT
Tilt RIGHT	Joystick RIGHT
Gear UP	Joystick UP
Gear DOWN	Joystick DOWN
Fast bank	[Space]
Hold bank	[LEFT Alt]
Exit Menu	[Esc]

Getting Started

From the *MANX TT SUPERBIKE* Title screen, press the [Enter] Key to bring up the Main menu. There are seven modes to choose from:

{button ,Jl(`',`acade')}] **ARCADE** As in the arcade version, you race against eight computer controlled bikes.

{button ,Jl(`',`pc')}] **PC MODE** In this all-new Windows 95 mode, you have three types of race to choose from.

{button ,Jl(`',`timetrial')}] **TIME TRIAL** Here, you are given the opportunity to perfect your riding skills in a race against the clock. With the GHOST RIDER function selected, you can even compete against yourself!

{button ,Jl(`',`network')}] **MULTIPLAYER** Link up to as many as eight other computers via LAN, modem or serial cable, for a *MANX TT SUPERBIKE* race in Cyberspace!

{button ,Jl(`',`records')}] **RECORDS** This mode allows you to review previous best performances for each of the game modes.

{button ,Jl(`',`option')}] **OPTIONS** Make changes to sound, graphics, game configurations or key assignments in this mode.

EXIT Finish playing *MANX TT SUPERBIKE*.

ARCADE

In the COURSE SELECT screen, choose a race course. Choose between the LAXEY COAST and TT COURSE (the race is over three laps on both courses). Next up is the TRANSMISSION SELECT screen. Select AT (AUTOMATIC) or MT (MANUAL, 6 SPEED) transmission. Now you're ready to race - hold on tight!

If you manage to reach the finishing line in one of the five fastest times, you can enter your initials in the NAME ENTRY screen.

PC MODE

Choosing this mode brings up the PC MODE select screen. Here, you can choose to PRACTICE on any of the four available courses or take the *MANX TT SUPERBIKE CHALLENGE*. Truly talented (suicidal?) racers who survive the CHALLENGE are permitted entry to the SUPERBIKE race mode.

The PRACTICE Race

This mode allows you to hone your riding skills in preparation for taking the *MANX TT SUPERBIKE CHALLENGE*. Before the race, select one of four race courses: LAXEY COAST, TT COURSE, LAXEY COAST RM (Reverse Mirrored*) or TT COURSE RM (Reverse Mirrored). Next, the lap number options (3, 5 and 7) appear on the right side of the screen. Now select a bike and transmission type from the BIKE SELECT screen and prepare yourself for a high-speed ride in the country.

If you manage to reach the finishing line in one of the five fastest times, you can enter your initials in the NAME ENTRY screen.

*RM (Reverse Mirrored) courses are mirror images of the original course; bikes race in the opposite direction.

The CHALLENGE Race

In order to meet the *MANX TT SUPERBIKE CHALLENGE*, you must race your way through all four MANX TT race courses: the LAXEY COAST, TT COURSE, LAXEY COAST RM and the TT COURSE RM, respectively. On the first three courses, you must finish amongst the top three racers in order to progress to the next race. On the final course (TT COURSE RM), you must win in order to complete the CHALLENGE stage. If you succeed, you join the ranks of the elite and are permitted entry to the SUPERBIKE stage.

Before the CHALLENGE race, you must first select a bike and transmission type from the BIKE SELECT screen. The number of laps is set at three per course.

The SUPERBIKE race

Having successfully completed all four CHALLENGE courses, you have the opportunity to attain true enlightenment in the SUPERBIKE race stage. The rules are the same as for the CHALLENGE stage, but in addition to the standard choice of eight motorcycles, there are three more mechanics' heartbreakers: SUPERBIKES whose incredible performance seems to defy the laws of physics. But you won't be able to get your hands on one until you've proven your worth.... Don't think for one minute that a faster bike is all you get in this stage. You also get to race against the very top SUPERBIKE racers - faster and more skillful than any you've faced before. There's no mercy here.

Select a bike and transmission type from the BIKE SELECT screen before strapping on your helmet and saying your prayers.

TIME TRIAL

Here, you are given the opportunity to perfect your riding skills in a race against the clock.

First, select a course. Choose from LAXEY COAST, TT COURSE, LAXEY COAST RM or TT COURSE RM. Next, specify the number of laps. Choose 3, 5 or 7 laps, or FREE RUN* (no limit).

Highlight a GHOST RIDER option (see next section). Now select a motorcycle and transmission type from the BIKE SELECT screen and you're off to a running start in a race against the clock.

*To retire from a FREE RUN TIME TRIAL, press [**Esc**] to pause the game, then select Exit from the PAUSED menu. The NAME ENTRY screen does not appear in FREE RUN mode.

GHOST RIDER Function

Once you have specified the number of laps on the TIME TRIAL course, the GHOST RIDER option menu appears. When activated, this feature projects a recorded image of your bike onto the track for you to race against. There are three options:

- OFF** deactivates the GHOST RIDER function. The GHOST RIDER does not appear.
- LAST** projects an image of your bike racing the lap you just completed.
- BEST** projects an image of the bike which set the fastest time on the current course. If no such data exists, a GHOST RIDER will appear after the first lap.

MULTIPLAYER

In the main MULTIPLAYER mode screen, you can join an existing group of networked players for a race, or create a new group. If you have any problems establishing a network connection, please consult your network administrator.

Specifying your method of connection

In order to JOIN a game which has been set up, or CREATE a new game, specify your connection type as follows:

If you wish to use a LAN connection, choose [LOCAL AREA NETWORK (IPX)].

If you wish to connect via the Internet, choose [INTERNET (TCP/IP)].

If you wish to use a telephone MODEM, select [MODEM].

If you wish to use a SERIAL CABLE (CROSS CABLE), select [DIRECT CONNECTION].

*LOCAL AREA NETWORK (IPX)

1. Enter your the name you wish to use in the top slot.
2. If you wish to create a game session, enter a name for the session you wish to create.
3. Click [CREATE] to create a game session, or select an existing game from the "SESSION" window and click [JOIN] to join that game session.
4. Now select a bike. If you are creating a game session, select a course and the number of laps.
5. The next screen displays a list of connected players on the starting grid as they join the session. If you created the game session press [START] to begin the race, otherwise wait for the race to begin.

*INTERNET (TCP/IP)

1. Enter the TCP/IP address of the host computer in the top slot. If your computer is the host, then do not enter anything here.
2. Press NEXT and proceed as for a Local Area Network connection.

*MODEM

1. Enter the telephone number of the host modem you wish to connect to. If your computer is the host, then do not enter anything here.
2. Press NEXT and proceed as for a Local Area Network connection.

*DIRECT CONNECTION

1. Set up the connection as follows:
(These are suggested settings; if you encounter problems using these settings, please consult your computer's manual.)

COM PORT: (The port to which the cable is connected)
BAUDRATE: 14400 (or higher if your machine permits)
STOP BITS: 1
PARITY: none
FLOW CONTROL: RTS/DTR

2. Click NEXT and then proceed as for a Local Area Network connection.

RECORDS

This mode allows you to review previous best performances for each of the game modes. The data is in the form of a table which ranks the five fastest course times, the riders' initials, the best lap times and the type of motorcycles used.

First, select the game mode (ARCADE, PRACTICE, CHALLENGE, SUPERBIKE, TIME TRIAL). Next, select the race course (LAXEY COAST, TT COURSE, LAXEY COAST RM or TT COURSE RM). Finally, select the number of laps.

OPTIONS

Make changes to sound, graphics, game configurations or key assignments in this mode.

SOUND

BGM VOLUME: This option allows you to set the volume level of the game's music.

SFX VOLUME: This option allows you set the volume level of the game's sound effects.

GRAPHICS

SKY: Choose whether or not to feature sky graphics.

PERSPECTIVE CORRECT: This improves the texture perspective for more realistic graphics rendering.

VIEWING DISTANCE: This option allows you to set control how far into the distance game scenery is rendered. Note that distant rendering of scenery uses more computing resources and therefore may affect the speed or smoothness of gameplay.

CONTROLLERS

Here you can specify the type of controller you wish to use for the game. Choose KEYBOARD, JOYSTICK or KEYBOARD AND JOYSTICK. To change your control configuration, click on the control you wish to change, then press the button or key you wish to use for that control.

Screen Information



- | | |
|-------------------------|--|
| 1. POSITION: | your current position in the race |
| 2. BEST LAP: | your fastest lap time in the current race |
| 3. LAP TIME: | your time for each lap of the current race |
| 4. TIME: | the time remaining within which you must reach the next CHECK POINT |
| 5. COURSE MAP: | the highlighted area represents the course you are currently on. The map features colored representations of the racers which move around the map, indicating each racer's current position. |
| 6. TOTAL TIME: | the total race time so far |
| 7. ELAPSED TIME: | on completion of a lap, this indicates the amount of time elapsed since the last player crossed the checkpoint |
| 8. TACHOMETER: | shows current engine RPM |
| 9. SHIFT GAUGE: | shows the current gear |
| 10. SPEEDOMETER: | shows the current speed |

If you have any difficulties with this game...

For further information, please consult the Readme.txt file on your CD-ROM. Should you have any difficulties using this MANX TT SUPERBIKE game software, please consult the agent listed in the game manual.

Information on SEGA PC software is also available on the Internet:

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/>

sheep

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AND

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Transmission select screen

[Up] [Up] [Down] [Down] [Left] [Right] [Brake] [Throttle]

3Dfx DRIVERS

If you encounter any problems running the 3Dfx version of Manx-TT Superbike, first ensure that you have correctly installed the Glide drivers supplied with your video card. Newer versions of these can also be obtained from your card manufacturer.

If these do not work, then install the Glide drivers from 3Dfx found in the 3Dfx directory on the Manx-TT Superbike CD or obtain the latest drivers from 3Dfx.

Further information on 3dfx drivers can be obtained from the following web site

<http://www.3dfx.com>

The latest 3dfx drivers may also be downloaded from the above web site

