



TEAM  
**SONIC**  
RACING™

When a vaguely worded invitation to the *Ultimate Test of Racing Skill* arrived, curiosity soon got the better of our heroes. Sonic, Knuckles and Tails made a beeline for the rendezvous, where they ran into some friends.

Soon, an enigmatic stranger approached, a tanuki calling himself Dodon Pa. Their help, he explained, was vital in testing the most technologically advanced racing vehicles ever built on his perilous custom circuits!

Something about the whole setup seemed sketchy though: Who was this stranger? Could he really be trusted? Didn't this all have the unmistakable odour of a Dr. Eggman plot?

The questions begged answers, and they weren't going to find them standing around chatting. This would take action: whatever action was necessary to get to the bottom of it.

And if that meant strapping themselves into untested racing vehicles and recklessly hurling themselves at breakneck speeds around a series of exhilarating tracks, each more thrilling and hazardous than the last, then that was a price that they would willingly pay.



## TEAM SONIC

The tenacious trio of Sonic, Tails and Knuckles are together again, out to prove that they're the fastest, smartest and toughest team combined!

### SONIC THE HEDGEHOG

**Vehicle Type: Speed**

The world's fastest supersonic hedgehog takes to the track in a fittingly fast racer. He'd be much quicker on foot for sure, but he has to give the others a fair chance...



### MILES 'TAILS' PROWER

**Vehicle Type: Technique**

Sonic's faithful companion loves his shiny new racer, and is looking forward to tinkering under the hood, adding custom parts to maximize its full race potential.



### KNUCKLES THE ECHIDNA

**Vehicle Type: Power**

Knuckles never holds back, and his new racer is tough enough that he can smash straight through anything that tries to slow him down.



## TEAM ROSE

Amy, Chao and Big join forces. If you're going to race, you may as well do it in style!

### AMY ROSE

**Vehicle Type: Speed**

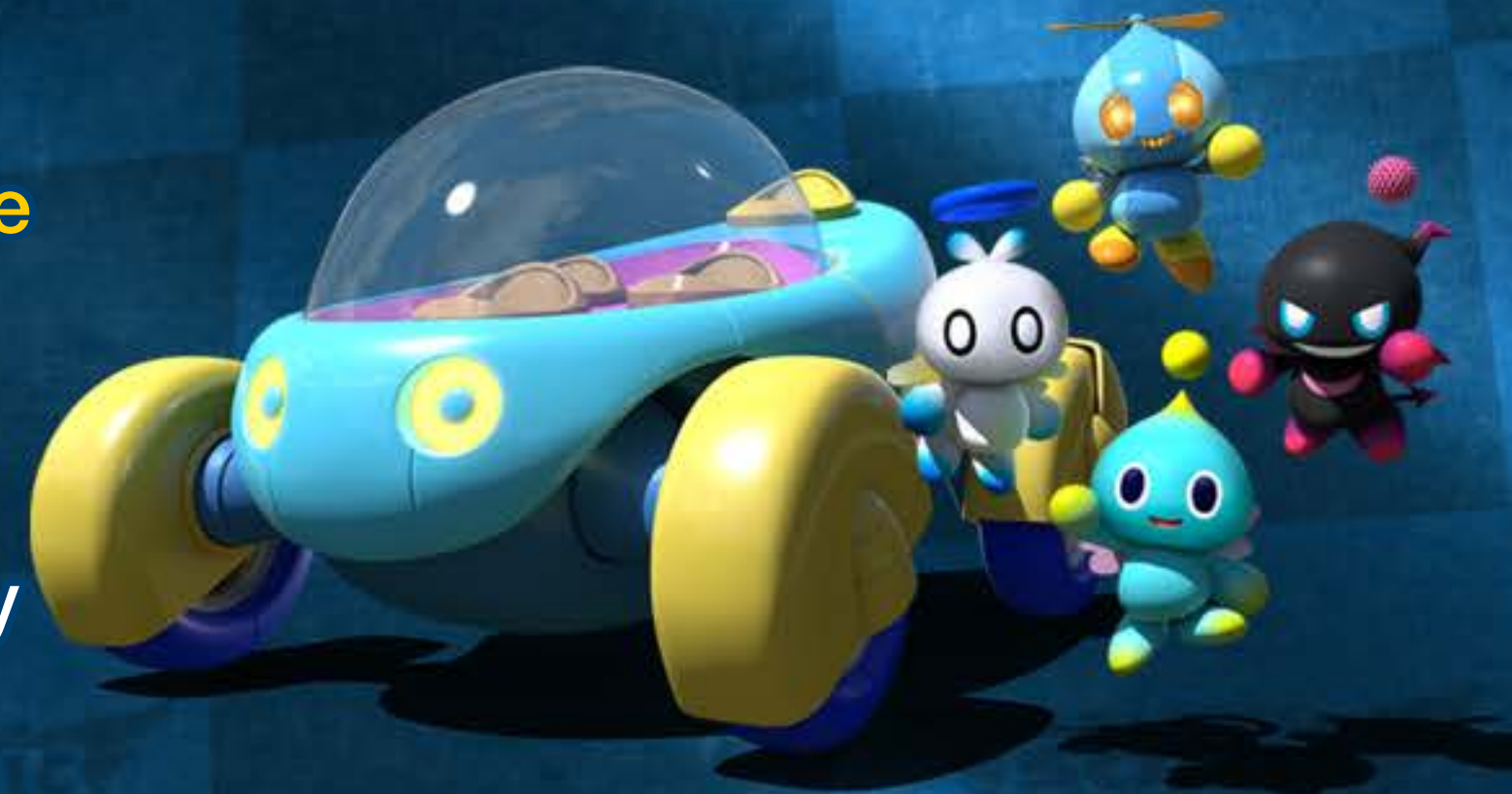
Amy's cheerful demeanor conceals a spiky competitive streak, and her brand new racer will help her stay one step ahead of the crowd. Try to keep up, boys!



### CHAO

**Vehicle Type: Technique**

The Chao might look adorable, but they're monsters on the track, determined to win at any cost!



### BIG THE CAT

**Vehicle Type: Power**

This gentle and carefree giant is taking a break from fishing for some high-octane antics!



## TEAM VECTOR

Three powerful figures in the fight against evil have teamed up to become a formidable driving force to be reckoned with.

### BLAZE THE CAT

**Vehicle Type: Speed**

This elegant princess from another dimension loves showing off her racer's taillights to whoever she leaves at the starting line.



### SILVER THE HEDGEHOG

**Vehicle Type: Technique**

As a psychokinetic protector of time from 200 years in the future, it's his job to ensure that his team's (assumed) historic victory be preserved.



### VECTOR THE CROCODILE

**Vehicle Type: Power**

This imposing scaly detective has what it takes to win, as long as the prize money's right.



## TEAM DARK

Shadow, Rouge and Omega are no strangers to putting their own interests first, but can they bring it together as a team?

### SHADOW THE HEDGEHOG

**Vehicle Type: Speed**

The Ultimate Life Form can rival Sonic in both speed and abilities, on and off the racetrack.



### ROUGE THE BAT

**Vehicle Type: Technique**

As a professional treasure hunter, Rouge is not in the habit of leaving the party empty handed and has no plans of starting now.



### E-123 OMEGA

**Vehicle Type: Power**

The last of Dr. Eggman's E-Series robots, Omega is a powerful force with a vendetta-like drive to win!



## TEAM EGGMAN

This unlikely trio of assorted foes form a solid team, in spite of their conflicting motivations.

### METAL SONIC

**Vehicle Type: Speed**

Metal Sonic is an exact replica of our hero, except he's a robot, and evil. Could he possibly have an ulterior motive for racing?

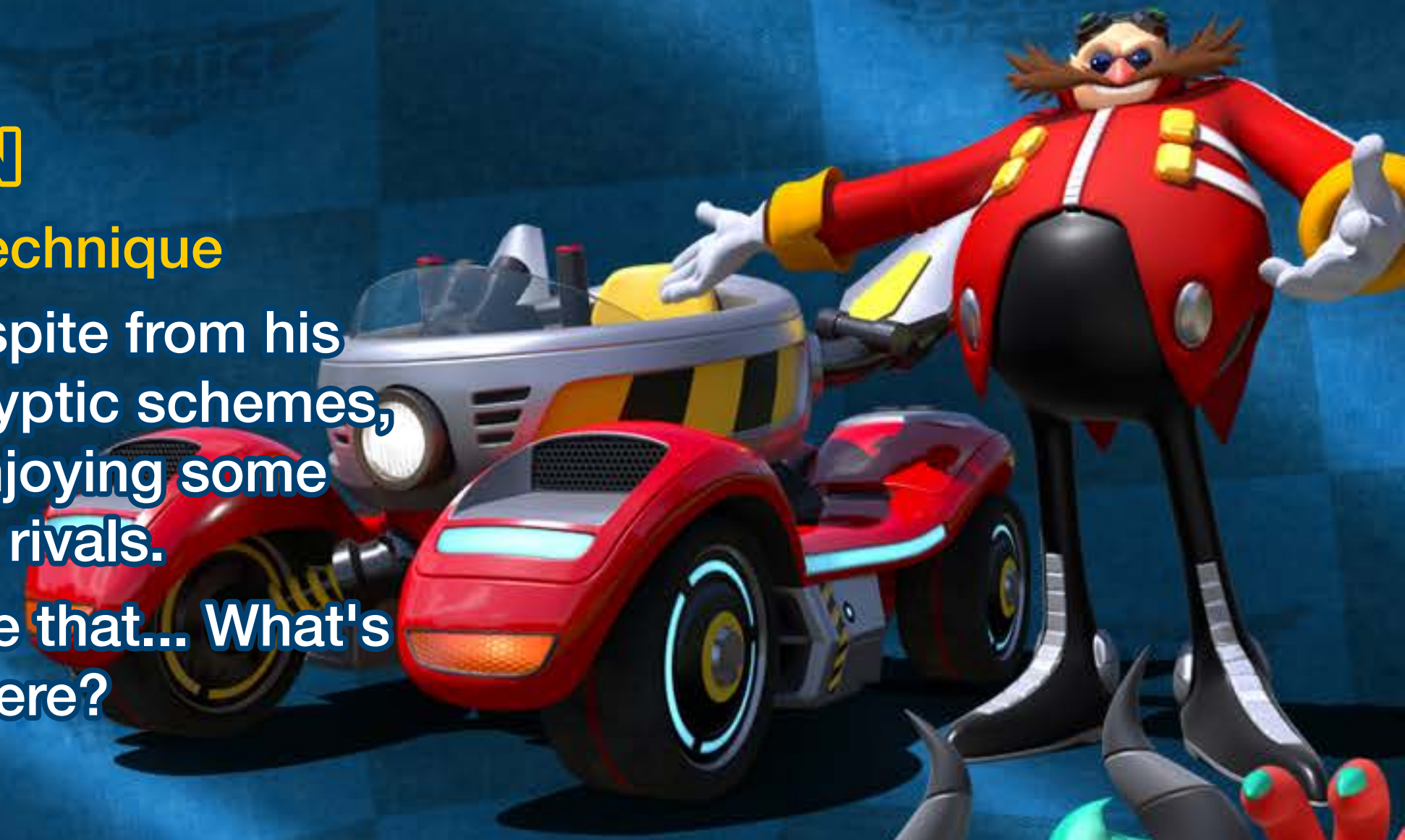


### DR. EGGMAN

**Vehicle Type: Technique**

Taking a brief respite from his maniacal apocalyptic schemes, Dr. Eggman is enjoying some R&R with his old rivals.

As if we'd believe that... What's he *really* doing here?



### ZAVOK

**Vehicle Type: Power**

Zeti and former leader of the Deadly Six, Zavok is a demanding presence who knows how to throw his weight around the racetrack.



## BASIC COMMANDS

The controls referenced within the bulk of this manual are intended to represent those used on PC.

Game controls are universal, and apply to all characters in all game modes.

★ Information will appear as a pop-up window.

Controller configurations can be changed in [Options](#).



## RACING TECHNIQUES

### START LINE BOOST



For a sudden boost of speed straight off the start line, press and release **Accelerate** with each count of the countdown timer.

Time it wrong and you will start off at a plodding disadvantage.

### STUNT



Whenever your vehicle is airborne, you can perform a barrel roll in any direction, helping you to avoid obstacles and grab Item Boxes. Land successfully to earn a welcome boost! Multiple barrel rolls (up to 3) earn you additional boost, but time them carefully: an improper landing will bring you to a grinding halt!

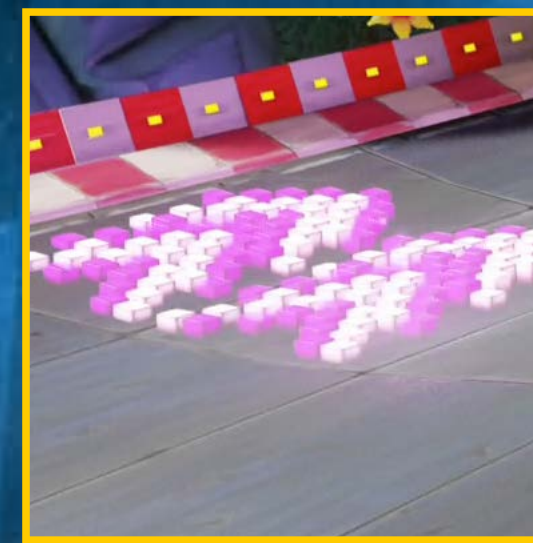
### DRIFT



Drifting is a controlled skid that allows you to take tight corners at high speed. Keep your finger on **Accelerate** as you steer into a corner, then press and hold **Drift** to drift in that direction. While drifting, you can continue to steer to make limited directional adjustments. The drift will continue until you release **Drift**.

Continuous drifting earns you a boost, which will propel you away quickly upon release.

### BOOST PADS



Boost Pads can be found strategically positioned around each course. Drive or drift over one for an instant boost of speed.

## BE A TEAM PLAYER!

In team races, each player controls their own vehicle as part of a three player team. The total ranking of all three players determines the team's final placing in the event.

Cooperating with your teammates through Slingshots, Skimboosts and sharing Item Boxes is the key to building your team's Ultimate Meter, the power behind Team Ultimate: a temporary boost of speed coupled with invincibility, the extra push you need to win!

## SLINGSHOT



Keep your vehicle in a teammate's trail to charge a Slingshot. When you leave the charge zone, you will receive a speed boost, while adding charge to your team's Ultimate Meter!

## SKIMBOOST



If a teammate is driving slowly or has spun out, speed past them as close as you can to give them a Skimboost: a sudden acceleration up to a competitive speed, which adds charge to your team's Ultimate Meter! The bigger the difference in speed, the bigger the boost!

## TEAM ULTIMATE



When the Ultimate Meter is full, press **Team Ultimate** for a temporary boost of speed and invincibility against attacks and collisions with breakable obstacles. Shunt opponents to increase the duration of your Team Ultimate. Time your activation with your whole team to extend everybody's boost!

## ITEM BOXES



At various points around the course you will have the opportunity to pick up Item Boxes. Each Item Box transforms into a random Wisp or set of three Wisps that can be used to attack opponents or give you a temporary racing advantage. The Wisp you've received can be identified in the Wisp Window.

Press **Use Item** to activate the Wisp.

## ITEM BOX TRANSFER

If the Wisp item you have received is not immediately useful to you, you can offer it up for transfer. Press **Transfer Item** to offer the Item Box, and if a teammate chooses to receive it before the timer runs out, the item box will be sent, adding charge to your team's Ultimate Meter.

If an Item Box is offered by another teammate, press **Transfer Item** to claim it.

# WISPS

The Wisps found in Item Boxes are described below:



## Orange Rocket

A destructive rocket capable of bouncing off walls. Try lining up a ricochet shot!



## Crimson Eagle

The Crimson Eagle chases down opponents before attacking!



## White Boost

Use for an instant speed boost!



## Yellow Drill

Imbue your vehicle with the power of the Yellow Drill for an automated boost and invincibility! Running into opponents causes them to spin out.



## Pink Spikes

The Pink Spikes make your vehicle a prickly hazard for your opponents. Charging into an enemy will cause them to spin out!



## Ivory Lightning

Stop your opponents in their tracks with some well-timed lightning strikes.



## Gray Quake

Flying ahead of the race pack, huge stone pillars will begin to erupt from the ground creating a hazardous obstacle course for opponents.



## Cyan Laser

Fry your opponents with this super powerful laser. Hold the laser on your opponent for a short time to spin them out.



### Red Burst

Carve a hazardous trail of fire from the back of your vehicle to block opponents' routes.



### Violet Void

The Violet Void bends space and time to absorb Rings, Item Boxes and even slow down your opponents. Activate near a big group of racers for the best results.



### Black Bomb

Handle with care. The Black Bomb bounces before exploding in a huge radius!



### Blue Cube

The Blue Cube is not just an obstacle for your opponents. If dropped at the right time, it can be used to block an inbound projectile.



### Jade Ghost

Use this ghostly apparition to avoid all attacks and track obstacles. It will also steal the nearest opponent's Wisp!



### Magenta Rhythm


Blind your opponents with this musical mayhem-maker. Catch up to your opponents while they're distracted.



### Invincibility

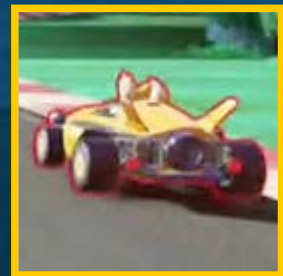
Become invincible to any attacks, slowdowns and hazards for a short time. Shunt opponents to spin them out.

## RINGS

Pick up Rings as you find them around the course. Holding on to a stock of Rings will increase your top speed by up to 30%, but being spun-out or colliding with a hazard will cause you to lose them all. Any Rings you are holding when you reach the finish line are converted into Credits which can be used at  **Mod Pods** to purchase Bonus Boxes and Mods.



## RIVAL TEAM



Your Rival team is the team ahead of you in the team rankings. Rival team members are highlighted in red. Take out a Rival to increase your team's standing and add charge to your Ultimate Meter!

## VEHICLE TYPES

Vehicles come in three types as follows:

### Speed

The fastest of the three, speed-type racers expel a Radial Burst from their vehicle that shunts opponents away and blocks Orange Rocket and Crimson Eagle attacks when they achieve a high level of drift boost.

### Technique

Technique-type racers handle corners best, and can drive over rough surfaces without being slowed down.

### Power

Power-type racers can shunt other racers and smash through hazards without experiencing a slowdown.

The Adventure teams comprise one vehicle of each type. Combine their respective strengths to maximize your team advantage.

# GAME SCREEN

## TEAM RACE



- 1 Player character / Current position / Number of Rings
- 2 Team standing
- 3 Teammate character / Current position
- 4 Current Wisp item / Laps
- 5 Course and player progress
- 6 Communication window

## TIME TRIAL



- 7 Ultimate Meter
- 8 Item Box
- 9 Target time to earn each medal / Medals earned
- 10 Current circuit time
- 11 Ghost replay

# RESULTS SCREEN

At the end of each event, the results will be shown as follows:

## Final Standing

See the final position and time of each racer, colour coded by team.



## Total Score

Your individual score is calculated from bonuses for Rings, Team Plays, final position etc., and then adjusted to factor in the difficulty setting. Credits earned are also calculated at this time.

## Team Score

Points are assigned for each final position (15 for 1st place, 12 for 2nd, then 10, 9, 8 and so on), and totaled up for each team. The team with the highest total score wins.

The actual information shown will vary slightly according to the event type.





At the main menu, select from the following modes:

## **TEAM ADVENTURE**

Take part in a series of races and other events to reveal the story and master gameplay fundamentals. Clear the conditions of each event to unlock the next.

## **LOCAL PLAY**

Freely choose race conditions from all the options available. Available characters are limited to those that have been unlocked by playing *Team Adventure*.

## **ONLINE MULTIPLAYER**

Race with friends and other players from around the world!

## **PLAYER STATS**

See an at-a-glance summary of game statistics such as total distance driven, total races finished, and stunts performed.



## **GARAGE**

Set custom Mods to your racer and try out different colour schemes.

## **MOD PODS**

Use earned Credits to purchase Bonus Boxes, Performance Parts and Car Cosmetics.

## **OPTIONS**

Make changes to controller, audio and video settings.

## **TIPS**

Helpful advice on gameplay techniques, race types and item box items.

## **CREDITS**

See the staff responsible for bringing you this game!

## □ MULTIPLAYER PLAY

All standard races and some of the special events can be played by up to four players in split screen mode.

A separate controller must be connected for each player.

To register entry for an additional player, simply press **Join/Leave** at either the main menu or the Game Mode screen of *Local Play*. Changes can be confirmed by checking the multiplayer status display at the bottom of the screen.



At the Character Select screen of each game mode, each player now uses their own controller to make character and team choices.

Depending on the game mode selected, some multiplayer restrictions apply:

### **Team Adventure**

Can be played by up to three local players.

Players can freely choose a character within the same team.

### **Local Play**

*Grand Prix* and *Exhibition Race* can be played by up to four players who can choose their characters and teams freely.

*Time Trial* is limited to one player.

### **Online Multiplayer**

Can be played by up to a combined total of twelve local and online players, who can choose their characters freely.

Teams are assigned randomly or by the lobby host.

# TEAM ADVENTURE

Take part in a series of races and other events to reveal the story. Clear the conditions of each event to unlock the next.

The first time you play, you will only be able to select Team Sonic characters. Additional teams of characters will become available as you progress.

## TEAM ADVENTURE FLOW

### Map Screen

Select a stage to play from those available. The first time you play, only Stage 1-1 can be selected.

### Choose Game Settings

Choose the game difficulty, player characters and *Bonus Box*.



### Dialogue Scene

Watch the characters interact by way of introduction to the adventure. Follow the onscreen prompts to proceed through the dialogue.



### Enter Event

In addition to team races, there are Survival Races, Ring Challenges, Daredevil and other events to enjoy. Note the clear conditions at the entry screen, as you will need to adapt your driving strategy to clear them.

- ★ Finish in the top 3 places as an individual
- ★ Finish in first as an individual
- ★ Win the race as a team

### Clear Event

When you complete the minimum clear conditions of a given event for the first time, the next event(s) in the adventure will be unlocked. The adventure will continue when you select a newly unlocked event from the map screen.

## LOCAL PLAY

Enjoy total control over race conditions and settings.

Settings available will vary depending on the selected game mode and subsequent choices. The main choices presented are detailed as follows:

### Game Mode

Choose from the following modes:

**Grand Prix:** Tackle a series of four courses.

**Exhibition Race:** Tackle a single course.

**Time Trial:** Choose a course and aim for the fastest lap time. Time Trial runs begin with an automatic boost start, and will continue running laps until you stop via the Pause Menu.

### Race Type

Select *Team Race* to race as a team, or *Standard Race* for all against all. The level of *Difficulty* can also be set here.

### Difficulty

Set to *Normal*, *Hard* or *Expert*. Increasing the difficulty means faster racers.

### Track

Choose a zone and course, or a *Grand Prix* series to race.

For *Exhibition Race*, you can also set the following Race Options from here: *Number of Teams*, *Number of Laps* and *Mirrored*.

When *Mirrored* is set, the course will be flipped from left to right for a fresh racing perspective!

## Character

Each player chooses a character and optionally sets the vehicle *Loadout* and *Bonus Box* before selecting *Ready* to proceed.

## Loadout

Each vehicle has three Mod Slots for Performance Parts (Mods) and a Preset slot for Car Cosmetics schemes. Mods change both the physical appearance of the racer as well as its stats. Mods are unlocked as you progress through *Team Adventure*, and can also be purchased via

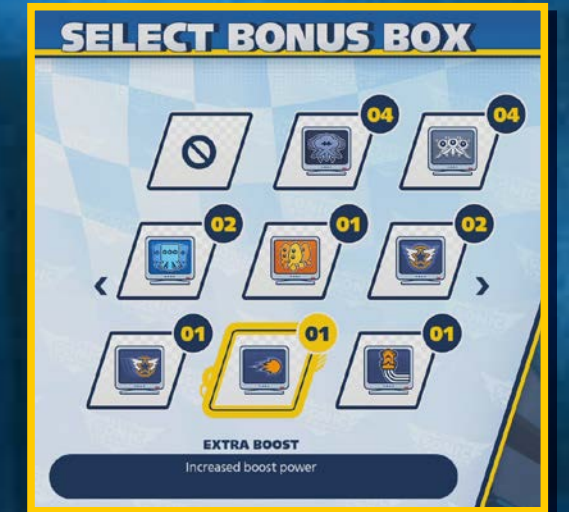
[Mod Pods](#).

See [Garage](#) for more information on Performance Parts and Car Cosmetics.



## Select Bonus Box

Choose a *Bonus Box* from those available, which will be good for one race. *Bonus Boxes* offer specific performance enhancements, and can be purchased at [Mod Pods](#) in exchange for Credits.



## Team Selection

For multiplayer games in certain modes, each player can choose which team to join. Characters set to the same team play cooperatively, whereas characters set to different teams play in competition. AI racers will be randomised.



## Medals/Personal Best

In *Time Trial*, you can race against a replay of your personal best time, a generic racer at various skill levels, or higher ranking players. Follow their lead (if you can keep up...) to discover the fastest ways around the courses.

# ONLINE MULTIPLAYER

Race with other players from around the world.

The following choices are available for selection:

## Matchmaking

Open the Online Playlist and race with random players as follows.

**Quick Play:** Join a game at random.

**Team Race:** Join a cooperative team event.

**Standard:** Join an all against all event.

For each option, select *Ranked* to match with players comparable in skill, or *Casual* for a wider choice of less balanced matches.

Follow the onscreen prompts to select a game and player character.

## Create Custom Lobby

Create a lobby for your friends to join. As host, you will be responsible for choosing the track, game settings and managing teams.

If there are insufficient players available, missing slots will be automatically filled by AI characters selected at random.

## Join Lobby

Search for and join private lobbies hosted by your friends.

## Invite Friends

Invite friends to join your private lobby directly.

# GARAGE

Modify each player's racer with available parts:

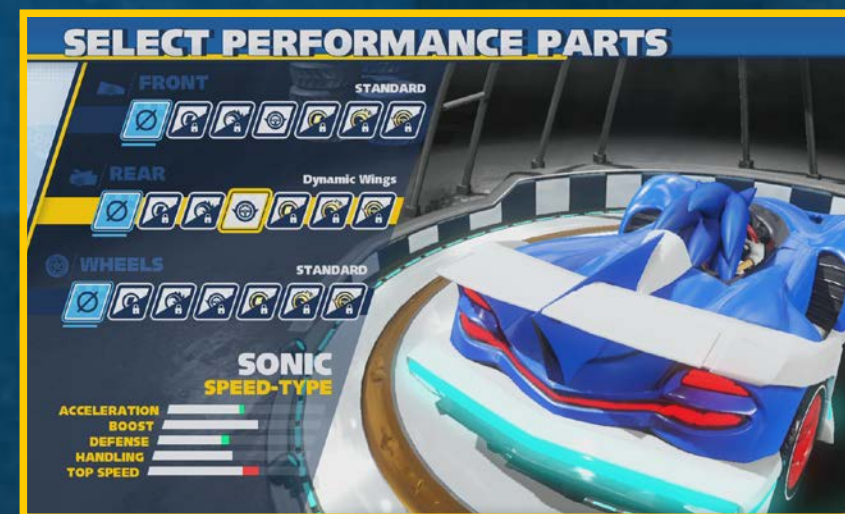
## CUSTOMISE PERFORMANCE PARTS

Select a character, and choose *Front*, *Rear* and *Wheel Mods* to modify their vehicle. Available Mods will increase as you progress through *Team Adventure* and shop at *Mod Pods*.

Mods are visually distinctive and directly affect racer stats:

- Acceleration:** The rate at which speed increases.
- Boost:** The boost strength and duration.
- Defense:** Sturdiness upon collision and attack.
- Handling:** Agility when navigating tight corners.
- Top Speed:** The highest speed the racer can go.

Settings for each vehicle are the default *Loadout* in each game mode.



## CUSTOMISE CAR COSMETICS

Modify the appearance of your racers. Select a character or a Preset to modify. Presets can be applied to any character at the Character Select screen when starting an event.

### Paint Kits

Choose a Paint Kit to determine the available palette, and then select a colour and texture for each vehicle part.

Some vehicles have Glow Parts which can also be coloured.

### Vinyls

Add a vinyl decal to the racer, and select the colours and texture of its display from the Paint Kit palette.

### Horns

Choose a custom horn sound to make your presence heard.

# MOD PODS



Use earned Credits to purchase Bonus Boxes, Performance Parts and Car Cosmetics.

You never know what you'll get, so come back often to try your luck!

Mod Pods come in the following varieties:



Performance



Palette



Vinyl



Horn



Bonus Box



Select *Options* from the main menu to open the Options menu. Follow the onscreen prompts to change controller, audio and video settings.

## CONTROLLER

Each player can choose from a choice of two control schemes. This manual describes the default choice of *Type A*.

## AUDIO

Make changes to sound settings as follows:

- Volume:** Set the master, music, SFX and voice volumes from *1-100* (default: *75*).
- In-game Comms:** Set teammate communications to *Enabled*, *Text* or *Disabled*.
- Audio Language:** Set the spoken language for voices.

## VIDEO

Make changes to display settings as follows:

- Gamma:** Set the mid-range display brightness from *1-100* (default: *75*).

- Tutorials:** Set in-game tutorials *On* or *Off*.
- Text Language:** Set the language for menu and in-game text display.
- Display Selection:** Select the display.
- Display Mode:** Set *Fullscreen*, *Windowed*, or *Windowed Borderless*
- Display Resolution:** Set the resolution.
- V-Sync:** Set *On* or *Off*.

## ADVANCED

- Display Quality:** Set *High*, *Medium*, *Low* or *Custom*.
- Anti-Aliasing:** Set *On* or *Off*.
- Boost Blur:** Set *On* or *Off*.
- Ambient Occlusion:** Set *On* or *Off*.
- Model Quality:** Set *High*, *Medium* or *Low*.
- Shadow Quality:** Set *High*, *Medium* or *Low*.
- Texture Filtering Method:** Set *Trilinear*, *2x Anisotropic* or *4x Anisotropic* or *8x Anisotropic*.
- Texture Quality:** Set *High*, *Medium* or *Low*.

# DRIVING



## Speed-Type Ability

Speed type racers expel a Radial Burst destroying any incoming projectiles threatening their lead.



## Technique-Type Ability

Technique-type racers can drive across any surface without experiencing slowdown.



## Power-Type Ability

Power-type racers can smash through hazards without experiencing slowdown.



## Bonus Boxes

Bonus Boxes contain a variety of one-off upgrades that can improve your chances of victory.



## Difficulty Settings

Need more of a challenge? Turning up the difficulty makes the cars faster and the enemies tougher. Can you handle the speed?



## Drift Boost

Holding the drift for a long time gives you a boost once released. The longer the drift, the more powerful the boost.



## Earning Credits

The score you earn at the end of the race will be converted into Credits. Earn more points for more Credits!



## Mod Pods

Use Credits to unlock new vehicle parts and customisation pieces with Mod Pods.



## Online Emblems

Play well online to improve your rank and earn Emblems. The better you rank, the better your emblem.



## Performance Modifications

Change the stats and handling of your vehicle with Performance Modifications. You can unlock more with Mod Pods.



### Rings

Collect Rings from the track and spun-out opponents to increase your top speed. Keep hold of them and they'll count towards your final score.



### Start Line Boost

Get a Start Line Boost at the start of the race by pressing **Accelerate** on each count of the countdown.



### Stunts

Execute mid-air stunts in any direction. A successful landing will reward you with a boost! The more stunts you perform increases the level of boost received (max 3).



### Unlocks

Collecting keys and completing all events on a single chapter will unlock vehicle customization pieces like Horns, Paint Kits, and Vinyls.



### Vehicle Customization: Horns

Swap out your Horn sound for something more exciting in the vehicle customization screen.



### Vehicle Customization: Paint

Tired of that drab old paint job? Give your vehicle a colour overhaul in the Garage!



### Vehicle Customization: Vinyls

Fancy customizing the look of your vehicle? Make your vehicle stand out by unlocking and applying custom Vinyls.

# TEAM PLAY

## Skimboost



If a teammate is driving slowly or has spun out, skim close past them to give them a Skimboost. The bigger the speed difference, the bigger the boost!

## Slingshot



Stay in a teammate's trail to charge a Slingshot. Leave the charge zone to activate the Slingshot and receive a speed boost!

## Item Box Transfer: Accept



Teammates can offer you Item Boxes. Press **Transfer Item** to accept. When you accept an Item Box, it will transform into a Wisp for you to use.

## Item Box Transfer: Offer



You can send Item Boxes to teammates. When you have a Wisp, press **Transfer Item** to offer it. Your teammate can get a more powerful Wisp and you'll charge your Ultimate Meter too!

★ Certain Wisps are only available by transferring Item Boxes to teammates!

## Team Rivals



Your Rival team is the team ahead of you in the team rankings. Rival team members are highlighted in red. Take out a Rival to increase your team's standing and fill your Ultimate Meter.

## Team Ultimate



Activate Team Ultimate for a speed boost and invulnerability. Shunt opponents to increase the duration of your Team Ultimate. Time your activation with your team to give everyone a longer boost.

## Ultimate Meter



Perform team actions to fill your Ultimate Meter. Team actions include Slingshots, Skimboosts, and Item Box Transfers.

★ Your Ultimate Meter will also fill when teammates perform team actions.

# EVENTS

## Boost Race



Item Boxes only contain White Boosts!

## Rocket Race



Item Boxes only contain Orange Rockets!

## Daredevil



Drift past Star Posts for a score bonus. Skim the red side of Star Posts for a score multiplier.

## Destruction



Different targets offer more points when destroyed. Drift while destroying targets for a score bonus.

## Survival Race



Stay ahead of the pack to avoid being eliminated.

## Eggpawn Assault



Eggpawns are storming the track! Destroy as many as you can! Destroying different Eggpawns can earn you more points!

## Grand Prix



Compete in a series of four races on different tracks. The highest scoring player will be the winner!

## King of the Hill



Stay in first position to collect points. Reach the point limit to win.

## Lightning Race



Lightning strikes periodically throughout this event. Use Invincibility to defend yourself from Lightning. Press and hold **Use Item** to enable Invincibility.

## Ring Challenge



Collect Rings to earn points. Drift while collecting Rings to earn extra time.

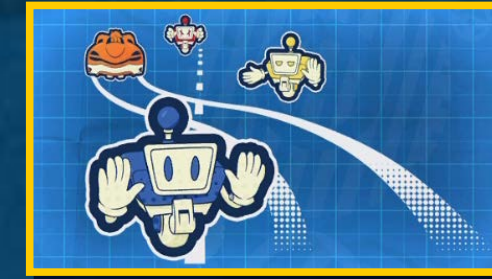
## Team Race



Earn points for your team by finishing with a high rank. The team with the highest score wins the race.



## Traffic Attack



Avoid traffic for as long as possible. Drive through gates to earn extra time and points.



## Time Trial



Race against the clock for the fastest lap time possible. Test your skills against ghosts of the players with the best time.



## Vampire Race



Collect Rings to increase your speed. Use the Violet Void Wisp to steal Rings from your opponents! Held Rings slowly decay over time.





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1-800-613162 (AU)\*

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Register online at [www.sega.com](http://www.sega.com) for exclusive news, competitions, email updates and more.

Customer support is available in the following language(s):  
**English**

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**WARRANTY LIMITATION:** This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

**WARRANTY CLAIM:** If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

**LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.**

Additional information if you are based in Australia: The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

**WARRANTOR:** This warranty is provided by SEGA Europe Limited. You can contact SEGA to discuss your warranty claim as follows:

1. Post: For UK/Europe: SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, England  
For Australia: Five Star Games, Suite 1.11, 55 Miller Street, Pyrmont NSW 2009, Australia  
For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618
2. Email: Please check <http://www.sega.com/support> for more details.
3. Phone: +44 (0) 845 301 5502 (UK)  
1-800-613-162 (Australia)

International call rates apply if calling from outside of these locations. Please consult your phone provider for further details. Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

# CONTROLS

**Left trigger**  
Brake / Drift

**Left bumper**  
*Switch Category*

**Left stick**  
Steer

**Menu button**  
Pause: Open the Pause Menu  
*Ready: Press to ready-up in a multiplayer lobby*

**Right bumper**  
*Switch Category*

**Right trigger**  
Accelerate

**Y button**  
Team Ultimate

**X button**  
Rear-view

**B button**  
Transfer Item

**A button**  
Use Item/Horn

*Select*

**Right stick**  
Stunt: Perform a mid-air barrel roll

★ Menu controls are shown in italics.



# KEYBOARD

## MENU CONTROLS

## KEY

<i>Join/Leave</i>	<i>Space</i>
<i>Cancel/Return</i>	<i>Escape</i>
<i>Select</i>	<i>Enter</i>
<i>Switch category</i>	<i>Tab</i>

## IN-GAME CONTROLS

## KEY

Pause	Escape
Player list	Not supported on PC
Switch category	Tab
Accelerate	L Shift
Team Ultimate	F
Rear-view	C
Transfer item	R
Use Item/Horn	E
Stunt	Arrow Keys
Steer	WASD
Brake/Drift	Space
Alternate Fire	V