THE HIGHWAY TO HELL NOW ONLINE

Attention, sinners.
The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return -- plus 11 cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.
WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convolution, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 0.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast CD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft, dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGAS DREAMCAST VIDEO GAME USE
This CD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

I INTRODUCTION
- 1

II CONTROLLERS
- 2

- 3
- 4

III 3D General Display Information
- 6

IV OFF-LINE
- 6
- 7
- 8
- 9
- 10

V 1 online
- 11

VI CREDITS
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
INTRODUCTION

POD-SpeedZone is an alien virus creature with mutagenic powers. It starts taking control of all life forms in the mining colony of Domethra. As anarchy is unleashed, mutant vehicles start roaming the human settlements, spreading the mutating virus.

1. ARCADE

Enjoy the arcade-style game, by choosing one of the available game modes, cars and tracks. Accessible races: Normal Race, Thriller Race, Time Attack.

2. TWO-PLAYER

This is the perfect opportunity to compete against your best friend. In this mode, you and your opponent select your cars and the track and play the race in a horizontal split-screen mode. Accessible races: Normal race, Thriller race. You need to have two controllers connected for the "2-Player" option to be selectable.

3. NETWORK

The main purpose of POD-SpeedZone is to bring together as many players as possible for a challenging competition over the Internet. Now you have the great opportunity to play POD-SpeedZone Online, to compete with real opponents and score the best points and ratings on the worldwide web. You can be a famous online racing pilot, winning top position in the "POD-SpeedZone" World Classification and recording your best times in the Hall of Fame.

CONTROLLERS

II.1 Game Controls

POD-SpeedZone is a 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast. Purchase additional controllers (sold separately) to play in 2-player mode.

SEGA DREAMCAST HARDWARE UNIT

II.2 Sega Dreamcast Controller

Dreamcast power, remove the memory card or disconnect the controller. The number of blocks required to save files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save the game settings. A minimum of 50 blocks – maximum of 200 blocks are required to save the ghost files. The options setting will be automatically saved when the options menu is exited. Up to 200 blocks can be required to save a ghost race; an additional VMU may be necessary.

II.4.1 Sega Dreamcast Race Controller

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so, may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn power OFF and then ON again making sure not to touch the controller.

II.3 Sega Dreamcast Visual Memory Unit (VMU)

When using the Race Controller, never touch the steering wheel or right and left levers when turning the Sega Dreamcast power ON. Doing so, may disrupt the initialization procedure and result in malfunction if readjustment..
Is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again ensuring that you do not touch the Race Controller.

### III.4.3 Keyboard
You can connect a keyboard to your Sega Dreamcast especially if you want to chat in Network mode. When using the keyboard be sure that a controller is also connected to one of the other control ports.

### III STARTING UP

#### III.1 INSTALLING
- Install your Sega Dreamcast by following the instruction manual. Make sure that the console is off before inserting or removing a Sega Dreamcast Specific Disc.
- Insert the Pod-SpeedZone Sega Dreamcast Specific Disc and close the Disc Door.
- Connect the controllers and switch on the Sega Dreamcast.
- Follow the instructions that appear on the screen to start a game.

#### III.2 MAIN MENU
From the MAIN MENU, you can choose ARCADE GAME, TWO PLAYERS’ game, NETWORK game, HALL OF FAME or OPTIONS menus.

##### Up/Down on the D button or Analog Thumb Pad - Highlight a different selection
##### A button - Enter your selection

#### III.3 GENERAL DISPLAY INFORMATION

##### Arcade
Enjoy arcade-style gameplay with the currently available cars and tracks.

##### Two-Player
You and your opponent select your cars, the track and play the race in a horizontal split-screen mode.

##### Network
After developing your skills and getting accustomed to the 6 tracks, prepare to face the challenge of human opponents. Players throughout the world can compete in an incredible race, the ultimate goal being the dream of every competitor: reach top position out of the best drivers in the world!

##### Hall of Fame
Check out the best time records for each track: fastest lap and track record.

##### Options
Customize sound and controller configurations.

##### Lap time - Upper-left corner of the screen (1)
##### Best lap - Below the Lap time into (2)
##### Lap - Upper-right corner (3)
##### Position - Below the Lap (4)
##### Position map - Bottom left section of the screen (5)
##### Tachometer - Bottom right section of the screen (6)
##### Speedometer - Bottom right section of the screen, middle of tachometer (7)
##### Shield Gauge - Bottom right section of the
screen, bar gauge (6)
Boost Gauge - Bottom right section of the screen, bar gauge, below the Shield Gauge (7)
Extra-boost item (8)
Wave item (9)
Mine item (10)

IV OFF-LINE

IV.1 Arcade Mode
To select the Arcade Mode, highlight "Arcade" in the main menu and press the A button.

IV.1.2 Select track
Move the D-Pad left or right to select one of the currently available tracks.
You will see a presentation movie for each track. Press the A button to confirm your track selection.

IV.1.3 Race
After you have selected the track, you will be prompted to select the game mode and the track options.

Performance characteristics are shown for each car, just above and below the car picture:
speed, acceleration, handling, grip, and brakes.

Game modes:
Normal race:
You compete in a five-lap race against 4 opponents. You must finish the race without
destroying your car. When the shield gauge is empty, your car is broken and you will be out
from the race.

You can use the power-up items that you find during the race: the shield, the boost, the
extra boost, the wave and the mine. There are two kinds of items:
- The self-usable power-ups containing:
  - The shield item to keep your car in good shape.
  - The boost items to help you increase the acceleration.
As you pick up a self-usable power-up, the level of the gauges will increase.
- The user-selectable power-ups containing:
  - Extra-boost, to help you keep your opponents at a certain distance by speeding up your car;
  - The wave, to slow down the opponents in front of you;
  - The mine, to slow down the opponents from behind and damage their cars.
As you pick up a user-selectable power-ups, it will appear on the screen. You can have only
three power-ups on the screen at the same time.
Use the Y button to select a power-up and the B button to use it.

Ghost:
When the Ghost mode is activated, the player races against the clock, while competing on
the track against the image of another car. This image can either be the player's own
best time, or some other player's time, which has previously been saved on the VMU. This
mode is called Ghost because you cannot

Thriller race:
Everybody has a full shield displayed all the time.
For the last player the shield level decreases progressively.
If the last player manages to achieve a better position, then the shield level stops decreasing.
When the shield totally disappears the player

Track options:
Mirror: you will race on the mirrored selected track.
Power-ups - you can choose to play with or without power-ups: shield, boost and extra boost.
Weapons - you can choose to play with or without weapons: the wave and the mine. During the race you can access the PAUSE menu with the START button. From this menu you can choose to continue the race, restart the race, abandon the race or see the replay.

Race by pressing the X button. During the replay, pressing up or down on the D button will switch the camera from one car to another. During the replay you can access the PAUSE menu with the START button. From this menu you can choose to continue the replay, restart the replay, restart the race or go to the Main Menu.

**IV.1.4 Replay**

Once you cross the finish line, your result and lap time will be displayed on the screen. From here you can go to the Main Menu by pressing the A button, watch a replay of your race by pressing the B button or restart the race by pressing the X button. During the replay, pressing up or down on the D button will switch the camera from one car to another. During the replay you can access the PAUSE menu with the START button. From this menu you can choose to continue the replay, restart the replay, restart the race or go to the Main Menu.

**IV.2 Two Players mode**

To select the Two Players mode, highlight "Two Players" in the Main Menu and press the A button.

**IV.3 Hall of Fame**

To select the Hall of Fame, Highlight "Hall of Fame" in the Main Menu and press the A button.

**IV.2.1 Select car**

Each player will select one of the currently available vehicles in the same window by moving the D button left or right. Performance characteristics are shown for each car, to the left and to the right of the picture: speed, acceleration, handling, grip and brakes.

**IV.2.2 Select track**

Move the D-Pad left or right to select one of the currently available tracks. You will see a presentation movie for each track. Press the A button to confirm your track selection.

**IV.2.3 Race**

There are two race modes available: Thriller Race and Normal Race. In these modes, you and your opponent play the race in a horizontal split-screen mode.

This is the place where you can see your best performances: best lap time and best track.
**IV.4 Options**
To select the Options, highlight "Options" in the Main Menu and press the A button.

You can adjust your settings according to one of three options, you can see the credits, or you can make a Soft Reset.

**IV.4.2 Controller**
Select "Controller" in the Options menu and press the A button.

Move the D-button up or down to select which sound type you wish to adjust, then move the D-button left or right to position the slider. Press the A button to confirm your selection and exit the Sound menu, or press the B button to cancel the changes and exit the Sound menu.

**IV.4.3 Soft Reset**
Select "Soft Reset" in the Options menu and press the A button.

There are 5 different configurations for the Standard Controller, and 2 configurations for the Racing Wheel on the Options/Controller menu. If there are two controllers connected, you will be able to choose the configuration for both controllers on the same menu. Move the D-button left or right to select one of the available configurations. Press the A button to confirm your selection. Also, you can deactivate the jump pack pressing the X button.

**IV.5 Net options**
Select "Net Options" in the Options menu and press the A button. Then you configure your net options:

You can choose between two possibilities: go to the Boot ROM or go to the Title Screen.
IV.5.1 Connect Rate
The maximum transfer rate of the modem. This option limits the maximum connect rate to the value set by the user. This will avoid the two-second delay when the modem switches from 56K to 33.6K to 28.8K and back as the line quality changes. This option is useless when using the LAN adapter.

IV.5.2 Time out disconnect
The time interval (in minutes) after which the Internet connection will close if the user is inactive. If the user is disconnected due to inactivity, the following error message is displayed: "Inactivity disconnection!". Every command issued by the user using the joy-pad or the Dreamcast keypad resets the inactivity disconnection time-out counter.

IV.5.3 Use proxy
Use this option to enable/disable the use of the HTTP proxy server. If the proxy is enabled, the settings used are those extracted from the flash memory (the WebBrowser can be used to set them.) This option is useless when using the LAN adapter. In most of the cases, the proxy should be disabled.

IV.6 Saving and loading
Save a ghost.
When playing on Time Attack mode, at the end of the race you will be prompted to save the ghost (if you made one). If you choose to save the Ghost, you will be taken to the Edit Name page and, after you enter a name, to the VMU page where you can choose the VMU for saving. Note: from 34 to 200 blocks are required to save a ghost race; an additional VMU may be necessary.

Load a Ghost:
When you choose the Ghost mode in Track Options, and after you validate all options in track options (just before loading the game), you will be prompted to load the ghost (if there is any ghost file saved for the chosen track). If you choose to load the Ghost, after you choose the VMU, you will be able to choose the ghost you want to load.

V ONLINE
When connecting for the first time you have to configure your modem or your LAN adapter, then you have to create an account using Gameloft servers.
Choose NETWORK in the main menu:

V.1 How to connect

V.1.1 Using a modem
After choosing NETWORK from the main menu, enter the dial-up options.

This screen contains 3 tabs:

The first two tabs contain information concerning your ISP (Internet Services Provider). This information is read-only but you can set-up your modem using the WebBrowser by choosing "WEB BROWSER" from the main menu.

Choosing one of the first two tabs will select the ISP account that will be used to connect to the Internet.

The last tab is used to select the 50 FREE HOURS offer from SEGANET. This offer is valid only once for each DREAMCAST console.

This solution is the simplest way to connect to the Internet directly from the game. Just fill in the registration form and you'll be connecting automatically to the Internet.

V.1.2 Using a LAN adapter
After choosing NETWORK from the main menu you enter the LAN settings.
From this page you can configure the LAN settings. There are three possible configurations and you should contact your ISP in order to choose which of these configurations is correct.

**V.1.2.1 Static IP**

- **DNS1 & DNS2**: IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is XXX.XX, where X is a number between 0 and 255.

**V.1.2.3 DHCP**

Only three of the following five fields are required in any situation:

- **IP ADDRESS (required)**: The IP address of your ISP.
- **SUBNET MASK**: The format of this field is XXX.XX, where X is a number between 0 and 255.
- **DNS1 & DNS2**: IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is XXX.XX, where X is a number between 0 and 255.

**V.1.2.2 PPPOE**

Fill in the first two fields.

- **USERNAME**: a username used by your ISP to identify you and your connection.
- **PASSWORD**: the password associated with the username.

These three fields are not required.

- **HOSTNAME**: the address of the DHCP server.
- **DNS1 & DNS2**: IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is XXX.XX, where X is a number between 0 and 255.

**V.2 Login screen**

By choosing the Network option from the Main Menu, you will be taken to the Login page. Here you can create an account for playing Pod-SpeedZone; or, if you already have a previously created account, you can connect to one of the GameLof servers.

This page is used to obtain the needed information for creating a new account. All the fields are required. The length and format are specified below. After you have filled out all the required fields you may choose DONE to create the new account. After that the console is connected to the Internet and all information is sent to the game servers in order to create the account.

Once the new account is created, the server/arena page will appear and you'll be able to choose an arena.

**V.2.1 Create an account**

By pressing the "NEW USER" button, the New User menu will appear. In order to create a new account, you have to fill in the required fields:

- **USER NAME**: Minimum length: 1 Maximum length: 15
- **PASSWORD**: Minimum length: 4 Maximum length: 15
- **FIRST NAME**: Minimum length: 1 Maximum length: 31
- **LAST NAME**: Minimum length: 1 Maximum length: 31
- **E-MAIL ADDRESS**: Minimum length: 1 Maximum length: 57
- **COUNTRY**: Each country has a country code. These codes are used for obtaining information concerning the location of the player, which are used during the Internet connection. The valid country codes are listed in the next file.

**V.2.1.1 FIELDS LENGTH AND FORMATS**

- **NICKNAME**: Minimum length: 2 Maximum length: 8; Only upper case and symbols allowed.
- **PASSWORD**: Minimum length: 4 Maximum length: 15
- **FIRST NAME**: Minimum length: 1 Maximum length: 31
- **LAST NAME**: Minimum length: 1 Maximum length: 31
- **E-MAIL ADDRESS**: Minimum length: 1 Maximum length: 57
- **COUNTRY**: Each country has a country code. These codes are used for obtaining information concerning the location of the player, which are used during the Internet connection. The valid country codes are listed in the next file.

**V.2.1.2 NEW USER ERRORS**

The error messages and the solution for them (if any) are listed on the next page.
you need a proxy server, please configure it correctly using the Web Browser.

- Read configuration failed. There was an error reading the configuration from the game server. Please check that your settings are correct or contact Ubisoft technical support.

- Not connected to router. The connection with the router could not be established. Try again. Check that you are connected to the internet and your network settings are correct. If the problem persists, contact your ISP.

- Not send create account: The request could not be sent. Please reconnect to the internet.

Internet connection lost: The Internet connection was lost due to a modem/LAN problem. Try to connect again.

- Connection with router lost: The connection with the router was lost. Try to connect again.

- Operation time-out: The operation could not be completed. In the amount of time expired. Please retry. If the problem persists, check if you are connected to the Internet.

- Account already exists: A user with this name already exists. Change the name and try again.

- Create account failed: The user could not be created.

V.2.2 Connecting to Gameloft servers
If you already have an account, simply enter your name and password, press the "Login" button and wait for the connection to be established.
If the connection is successful, the list of arenas and their clips will appear and you will be able to select one of them.
An arena is a virtual room where people looking to race can find racing opponents.

V.2.3 Login errors
The error messages and their solutions (if any) are listed below:

- Internet connection failed: the Internet connection (modem or LAN adapter) could not be established.

- Internet connection time-out: check the status of your modem or LAN (if any). The connection may have timed out. Check the status of your modem or LAN (if any). The connection may have timed out.

- Operation time-out: check the status of your modem or LAN (if any). The connection may have timed out. Check the status of your modem or LAN (if any). The connection may have timed out.

- LAN adapter (LAN adapter) and your network settings are correct.

- No error. Please check your phone line connection. Check if the phone number entered in your phone line is correct. No error. Please check your phone line connection. Check if the phone number entered in your phone line is correct.

- No answer received: There is no response from the phone number you called. Check if the phone number entered in your phone line is correct. No answer received: There is no response from the phone number you called. Check if the phone number entered in your phone line is correct.

- Not found. Please check your phone line connection. Check if your phone number entered in your phone line is correct. Not found. Please check your phone line connection. Check if your phone number entered in your phone line is correct.

- No administrative: check if your phone number entered in your phone line is correct. No administrative: check if your phone number entered in your phone line is correct.
**Pod**

- Authentication failure: Check your network settings. If the network settings are incorrect, re-check them.
- Could not receive device: Make sure the LAN cable is connected to your Network Interface Card (NIC).
- Gateway not found: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- PPP/PPPoE not working properly: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Error in DNS: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Incorrect configuration: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Read configuration failed: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Read configuration failed: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Read configuration failed: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Read configuration failed: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.
- Read configuration failed: Check your network settings. If the gateway is set to 0.0.0.0, it may not be available.

**SpeedZone**

**V.3 Arena screen**

From this page the user can select an arena to join or a player to be found if he is connected to an arena.

Each arena has three information: ARENA NAME, RACERS (the number of players connected to this arena) and PING (proportional with the quality of the connection between the player and the arena).

**V.3.1 Arena selection**

After choosing an arena, the connection process is started. If it's successful, you'll proceed to the LOBBY PAGE. If not, an error message is displayed and you'll need to resolve it.

**V.3.2 Arena selection errors**

- Arena connection failed: Please retry. If the problem persists, check your network settings.
- Arena connection failed: Please retry. If the problem persists, check your network settings.
- Arena connection failed: Please retry. If the problem persists, check your network settings.
- Arena connection failed: Please retry. If the problem persists, check your network settings.
- Arena connection failed: Please retry. If the problem persists, check your network settings.

**V.3.3 Find player**

The FIND PLAYER dialog can be accessed using the X key. A player can be found if he or she is connected to an arena and are either in the chat room or in a game. If the player is found, the user will be given their location (arena and chat room/game).

**V.3.4 Find player errors**

- Could not send the request: Please retry. If the problem persists, check your network settings.
- Could not send the request: Please retry. If the problem persists, check your network settings.
- Could not send the request: Please retry. If the problem persists, check your network settings.
- Could not send the request: Please retry. If the problem persists, check your network settings.
- Could not send the request: Please retry. If the problem persists, check your network settings.
connected to the Internet and your network settings are correct.

- **Operation time out**: The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

- **Internet connection lost**: The Internet connection was lost due to a modem/LAN problem. Try to connect again.

- **Connection with router lost**: The connection with the router was lost. Try to connect again.

**V.3.4.1 Disconnection errors**

While the user is in this page the connection with the router or with the Internet could be lost. In both situations the solution is to try to reconnect. The error messages that could appear are:

- **Internet connection lost**

**V.4 The Lobby**

Once you choose an arena, you'll move to the "Lobby" page, the "virtual room" mentioned earlier. From here you can choose one of six possibilities:

The information displayed on this page refers to the selected arena:

- **ARENA NAME**

**V.4.1 Host a game**

When playing on a network configuration, you need to create your game so that your partners can join you. This is called a game session. The name of the session will be the name of the player that created it. Create a session by choosing "Host." Then the game creation menu is then displayed:

- **PLAYERS** (the number of players connected to this arena).
- **GAMES** (the number of games created by other users on this arena).
- **PING** (proportional with the quality of the connection between the player and the arena).

**V.4.2 Join a game**

On the "Join a game" page you will see a list of available games that you can join, with a short description containing the game settings made by the host player.

**V.4.1.1 Game options**

The user can create a new game (session) using this command. The game characteristics are:

- **MODE**: single race, championship, thriller race
- **NUMBER OF PLAYERS**: between 2 and 4 players
- **COLLISION**: toggles collisions on/off.
- **POWER-UPS**: toggles power-ups on/off.
- **WEAPONS**: toggles weapons on/off.
- **PASSWORD**: the game can be password-protected. If the user chooses to create a password-protected game then he must enter a password and a confirmation. The password cannot be an empty string.

After selecting the game characteristics a request is sent to the game server. If the request is successful, then a game is created. The game name is determined by the host player's name and a number between 0 and 9. The player is automatically connected to this game. If the request is unsuccessful, the player will receive an error message.

**V.4.2.2 Host game errors**

- **All sessions jammed**: the user has already created 10 games (session) and all of them are still active. A user cannot have more than 10 games with their name still active.
- **Session creation failed**: The session could not be created on the arena. Try again. If the problem persists, try to change the arena or reconnect to the Internet.

**Session creation time out**: The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

**Session connection time out**: The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

**Session connection failed**: Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

There are 3 areas in this page: a list of all the games on this arena, user information, and the currently selected game.
After selecting the session, you will enter the waiting room.

**V.4.2.1 Hosted game info**
Contains the information about the currently selected game.

**V.4.2.2 Player information**
Contains information concerning the current classification line of the user.

**V.4.2.3 Hosted games**
This is a list of all games, locked (red color) or unlocked, created by other users on the arena. The user can enter only unlocked games. If the game is password-protected, the user is asked to insert a password for this game. If the user chooses to enter a game session, the request is sent to the server. If the request is granted, the user is connected to the game and will enter the WAITING ROOM.

**V.4.2.4 Hosted games errors**
- **Session connection failed:** Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Session connection time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

**V.4.2.5 Disconnection errors**
While the user is in this page, the connection with the arena, router or with the Internet could be lost. In all situations, the user is asked to reconnect. The error messages that could appear are:
- **Error connection (arena)**
- **Router connection lost (router)**
- **Internet connection lost (Internet)**

**V.4.3 Waiting room**
On this page, you'll see the names of the players in the session, their points, ratings and rings. Also, players can use the public chat window to communicate with each other at any time. If you are not here by hosting a game, you will be the first player on the list and will be able to choose from 6 available tracks on the right side of the screen. You can also close the session by pressing the "Lock session" button. The selected track will become visible for other players who join only after the session is closed. If you want to start the game, press the "Start" button. After starting the game, a countdown will start for the car selection. If you get here by joining a game, you will need to wait for the game to begin.

**V.4.3.1 Track option**
This area is used to select the track. Only the session host can select this area. The selection is sent to the other players when the session is locked and any further changes are reflected on the other players' screen.

**V.4.3.2 Chat**
This area contains public messages from all the other players connected to the game. The players in the chat room do not view these messages. The BAN PLAYER command isn't available. If a player is banned in the chat room, his messages aren't ignored.

The connection with the chat server is made after the player has joined the game. If the connection is successful, you'll see the following message "Chat service available". If not, the following message appears "Chat service unavailable. Login again in order to use the service". If, for any reason, the connection with the chat server is lost (in menus or during the game) the same message appears.

Several Info messages concerning the players who enter or leave the session are displayed in this area also.

**V.4.3.3 Lock session**
Using this command, the master can lock the session. When the session is locked, the session is sent to all the other players and the game is locked on every console. After the session is locked, no other player can enter the session.

The locking process can generate one of the following errors:
- **Game locking failed:** Check that you are connected to the Internet and your network settings are correct.
• **Game locking time out**: The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

• **Player not in a session**: the connection with the session was lost. Try to create another session.

• **You must have at least one opponent in order to start a network game**.

• **Error connection**: one of the connections with the Internet, router or arena has been lost. Try to reconnect.

V.4.3.4 **Start game**
Using this command, the host can start the game. If any of the other players could not lock the session, the error message will be "Not all players connected". You must wait a period of time (maximum 20 seconds) before performing this operation. If the operation is successful all the players are moved to the car selection page.

V.4.3.5 **Disconnect errors**
While the user is in this page the connection with the session, arena, router or with the Internet could be lost. In all situations the solution is to try to reconnect. The error messages that could appear are:

• **Disconnected from session (session)**
• **Disconnected from arena (arena)**
• **Router connection lost (router)**
• **Internet connection lost (Internet)**

If the host of the session loses the connection (in menus or during the game) another player is selected to be the host. The LOCK SESSION START GAME buttons appears and this player gains all the rights of the host (choose track, kick player). Players can note when a new player becomes the host when a star appears by their login name.

V.4.3.6 **Car selection**
The user has 20 seconds to choose a car for the next race. Messages will be sent to all the players when car selection is complete. If cars aren't selected in time, the game cannot start. The error message "Not all data received" will appear, and the player must return to the LOBBY PAGE.

V.4.3.7 **Disconnection errors**
If you've come to this page, the connection with the session, arena, router or with the Internet is lost. In all situations, the solution is to try to reconnect. The error messages that could appear are:

• **Disconnected from session (session)**
• **Disconnected from arena (arena)**
• **Router connection lost (router)**
• **Internet connection lost (Internet)**

V.4.4 **Chat room**
The Chat page contains three windows: the players' list window, the public chat window and the private chat window.

Characters can be edited using the virtual keyboard. You can also use the DC keyboard (if connected) to write the messages. The user is connected to the chat room. From there he or she can chat with any other player on the current arena connected to the chat room.

V.4.4.1 **The players' list window**
By pressing the A button on the players' list area, the area title will be highlighted and you will be able to scroll through the players' list.

V.4.4.2 **The public chat window**
By pressing the A button on the public chat area, the area title will be highlighted and you will be able to scroll the messages in this window. If you press the A button again, the message bar from below becomes available and you can write the message. This area displays all the public messages and some information concerning the players who enter and leave the chat room. There is only one command: send message to all players. The players who banned the user ignore this message. There are 255 lines of text available for scrolling.

V.4.4.3 **The private chat window**
By pressing the A button on the private chat area, the area title will be highlighted and you will be able to scroll the messages in this window. By pressing the A button again, the players' list becomes available and you can choose a name from the list. To access to the message bar and send a private message, you have to validate a player from the list with the A button.

V.4.4.4 **Ban player**
The user can ban a player. Any player can be banned, though a user cannot ban themselves. Banned players will appear in red. If a player is banned, all public and private messages from them are ignored. If a banned player tries to send a private message, they will receive an error message. If a player is banned on an arena, he remains banned on every arena until the user chooses to remove the restriction. The banned player list is saved on the VMU.
V.4.4.5 Contact player
You can use this option to send a private message to a player. The first time you try to contact someone, a connection must be established. This operation could fail, and if so you can't send messages to this player. The error code could be one of the following:
- **Contact player failed:** Please retry if the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Contact player time-out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

V.4.4.6 Chat room errors
- **Chat router not connected:** the user is not connected to the chat router, so they can't be connected to the chat server. To solve this problem, try to restart the login process from the login page.
- **Chat session connection failed:** Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Chat session connection time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

V.4.5 Classification
Here, you can check your exact position in the rankings at any time. You can also check your rating, your wins and best times for each track.

V.4.5.1 Classification details
Using this command, you can check the global rankings. You'll be connected to the database server and the information is retrieved. If the connection is successful, you'll see the first ten places in the global classification and it's neighbors: 4 places above him and 5 below. If you don't have any points, only the first 10 places are displayed. You can also see the best lap and best track times.

V.4.6 Change user
By choosing this option you can login with another nickname and password without moving back to the ARENA SELECTION PAGE.

V.4.7 Disconnect
By choosing this command, you will be taken to the Main menu page without moving back to the ARENA SELECTION PAGE and LOGIN PAGE.

V.5 Online game modes
To access a Single Race or a Thriller Race all players will have 5 pts taken from their total number of points, which will get back at the end of the race.

V.6.2.1 Single race
Between two and four players can join in a one-race game. The number of points you can earn in this mode depends on how many players participate in the race:

<table>
<thead>
<tr>
<th>Number of Players</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>8 points</td>
</tr>
<tr>
<td>3</td>
<td>6 points</td>
</tr>
<tr>
<td>4</td>
<td>4 points</td>
</tr>
</tbody>
</table>

V.6.2.2 Championship
Championship mode is a series of a minimum of three and a maximum of six races played consecutively. The number of players to take part in a championship game will be decided by the host player. He can choose between two and four players. The order and nominal tracks are the host player's choice.
pod

For each track the reward is the same as a single race but at the end of the championship there is a bonus for all players:

6 track championship
1st place 20 points
2nd place 10 points
3rd place 9 points
4th place 8 points

5 track championship
1st place 16 points
2nd place 8 points
3rd place 7 points
4th place 6 points

4 track championship
1st place 12 points
2nd place 6 points
3rd place 5 points
4th place 4 points

3 track championship
1st place 8 points
2nd place 4 points
3rd place 3 points
4th place 2 points

V.2.3 Thriller race
Everybody has a full shield displayed all the time. The last player's shield disappears progressively.

If the last player manages to get into a better position then the shield stops decreasing. When the shield totally disappears the player has lost and is out of the game.

Point rewards are only for the winner and work like this:

4-player Game
12 points
3-player Game
10 points
2-player Game
8 points

VI CREDITS

PUBLISHING
Yves Guillemin

EDITOR IN CHIEF
Serge Hascoet

DIRECTOR OF PRODUCTION
Christine Burgess Quemard

INTERNATIONAL CONTENT MANAGER
Thomas Belmont

PROJECT MANAGER
Sebastien Delen

GAME DESIGN
Lead Game Designer
Emmanuel Rouquier
Game Designers
Calin Cazan
Cristian Hriscu
Tiberius Lazar
Cornel Oprea

PROGRAMMING
Lead programmer
Ionut Grozea
Programmers

Corneliu Babicu
Stefan Dumitrescu
Catalin Dumitrescu
Mircea Gabriel Dunka
Andrei Magloiu
Cristi Petrescu
Robert Sendrea
Cosmin Tatu
Network developers
Robert Dinica
Carmen Toader
Stefan Toader
Tools Programming
Stefan Dumitrescu
Maria Cristina Mihet
Cristi Petrescu
Alexandru-Ion Radu

ART
Lead Graphic Designer
Alexandru-Ion Radu
Graphic Designers
Laura Alecu
Roberto Apati
Elena Baboi
Claudiu Sajenaru
Gabriel Barbu
Bogdan Bresta
Daniel Codres
Florin Constantinescu
Sebastian Cosor
pod

Alexandru Eana
Brandusa Nicolae
Ioan Patanau
Florin Poptean
Iura Sinchiievici
Cosmin Sirbulescu
Virgil Tanase
Laurentiu Trandafir
Dan Vlad

CINEMATIC
High Definition Images
Xavier Le Dantec
Guillaume Marcel
Sound
Sylvain Brunet
Manu Bachet
DATA MANAGER
Roxana Botez Florentina

TEST
Test Manager
Cristian Asoi
Testers
Costel Apoiui
Iun Bania
Mihai Bania
Nelu Bania
Sebastian Burtan
Stelian Dobre
Emil Gheorghie
Daniel Luca
Radu Negoeescu
Mircea Nato
Raavan Rotunjianu
Marius Mihai Ungureanu

INFO DESIGN
Car Behavior
David Douillard
Frederic Monot

SOUND
Audio Production Manager
Sylvain Brunet
Artistic Director
Manu Bachet
Music
Claude Samard
Mix
Antoine Gallitet
Sound FX
Bigwheels
Sound Designer
Mihai Gheorghiu

PUBLIC RELATIONS
Dana Whitney
Kristen Hecht

THANKS TO
Catalin Bodirnea
Jean-Marc Geffroy
Jean-Sebastien Morin
Sebastian Serrano
Bruno Serre

Florin Boitou
Graphic
Mike Prunescu
Test
Cristian Giuglea

MARKETING
Xavier Fouilloux
David Bamberger
Marc Fortier

ROMANIA STUDIO MANAGERS
Game Design
Emmanuel Rougier
Programming

POD® speed zone
Proof of Purchase
Ready to race for the world title?

Get on
WWW.PODGOD.COM
for the straight dope on upcoming SegaNet tournaments and prizes.