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 those 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 twitching, 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 6.5 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 eaten 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 GD-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, smear or scratch its surface.
- Do not modify or enlarge the center hole of the disc 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.

SEGА DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on 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.

Thank you for purchasing Surf Rocket Racers
Please take the time to read this manual before you start playing the game.

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Game Controls
Surf Rocket Racers is a 1 or 2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Warning – Never touch the Analog Thumb Pad or Triggers L/R 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 the power OFF and then ON again, making sure not to touch the controller.

Basic controls

<table>
<thead>
<tr>
<th>Contents</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Controls</td>
<td>Analog Thumb Pad/Directional Button</td>
</tr>
<tr>
<td>Accelerator</td>
<td>Trigger R</td>
</tr>
<tr>
<td>Change Views</td>
<td>X Button</td>
</tr>
<tr>
<td>Pause/Unpause</td>
<td>Start Button</td>
</tr>
</tbody>
</table>

You can choose controller types in the Option screen.

Special Tricks
You can do the following while racing your Surf Rocket:

**Moves**

<table>
<thead>
<tr>
<th>Contents</th>
<th>Controls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dash</td>
<td>Push Analog Thumb Pad/D-Button up and then squeeze the Trigger R.</td>
</tr>
<tr>
<td>Barrel Roll</td>
<td>Rolls to left/right</td>
</tr>
<tr>
<td>Loop</td>
<td>Rolls forward/backward</td>
</tr>
<tr>
<td>Bunny Hop</td>
<td>Jumps using waves</td>
</tr>
<tr>
<td>Submarine</td>
<td>Submerges</td>
</tr>
</tbody>
</table>

| Controls       | Push Analog Thumb Pad/D-Button up and then squeeze the Trigger R. |
|----------------| Push Analog Thumb Pad/D-Button left and right after jumping off the ramp. |
|                | Push Analog Thumb Pad/D-Button up and down after jumping off the ramp. |
|                | Push Analog Thumb Pad/D-Button down immediately after releasing the Trigger R. |
|                | Hold forward on Analog Thumb Pad/D-Button after jumping off the ramp. |
Visual Memory Unit (VMU)

Save/Load

You can save/load system data.

Saving game data for this game requires 8 blocks per system data file.

Saving replays in this game requires 11 blocks or more per replay data file (each flight). See Replay Theater (page 11) for additional details.

You can save replay data after the replay ends or in Replay Theater.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment. Game contents can be saved using expansion slot 1 or 2 on control ports A - D.

Jump Pack

When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience. However, the game software must be Jump Pack compatible to enable the vibration effect.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.
Getting started

Starting a New Game

This game saves your progress automatically. When starting a new game, the game will create a system file on the memory card inserted in Socket 1, Port A. The game automatically overwrites this data as you go through the game. Press the Start button on the title screen to proceed to name entry. The name you entered will be used as the system data file name and on the Records screen.

Continue Using Saved Game

The game will load your saved data automatically on the title screen. You can also load saved data from the Save & Load option in the Option screen.

Number of Blocks Needed to Save

System data: 8 blocks
Replay data: 11 blocks and up

*Note: Replay data is limited to 192 blocks maximum. By chance, if your replay exceeds this amount, you may notice some skipping during playback.

Main Menu

After entering your name, the game brings up the Main Menu. Press up/down the D-Button to move the cursor, press the A Button to confirm. Press the B Button to go back to the title screen.

CHAMPIONSHIPS
Win the final race of the Championships!

TRICKS & TECHNIQUES
Play mini games to improve your skills.

HAZARDS & OBSTACLES
Target balloons placed throughout the track and get the highest score in the shortest amount of time.

TIME ATTACK
Challenge your best time.

VS BATTLE
One on one VS battle.

OPTIONS
Change various play settings and save/load the system data.

LIBRARY
View record scores and game replays.
Championships

Participate in races in various locales around the world.
Compete in two preliminary rounds and then challenge the final round.

Game Flow

In order to compete in the final round, you need to qualify in the two preliminary rounds.
Your position is determined based on the points you receive after each race.

Race Select

1st Heat
First preliminary round. 4 tracks total.
You can proceed to the 2nd heat if you come in 3rd or better position.

2nd Heat
Second preliminary round. 4 tracks total.
You can proceed to the final round if you come in 2nd or better position.

Final round
Last round of the Championship. 5 tracks total.

Points

You receive more points for getting a better score.

<table>
<thead>
<tr>
<th>Position</th>
<th>Points receive</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>14 pts</td>
</tr>
<tr>
<td>2nd</td>
<td>10 pts</td>
</tr>
<tr>
<td>3rd</td>
<td>7 pts</td>
</tr>
<tr>
<td>4th</td>
<td>4 pts</td>
</tr>
<tr>
<td>5th</td>
<td>2 pts</td>
</tr>
<tr>
<td>6th</td>
<td>1 pts</td>
</tr>
</tbody>
</table>

Race Tracks

1st Heat
difficulty
Bahamas Short
Rome Short
Amazon Short
Manhattan Short

2nd Heat
difficulty
Niagara Falls
Rome Middle
Manhattan Middle
North Pole Middle

Finals
difficulty
Bahamas Middle
Amazon Middle
North Pole Short
Rome Long
Phantom Ship
Character Select

Select your desired character with the D-Button left/right. Press the A Button to confirm. All characters have different characteristics, so you may want to read the messages before you make your selection. You can't change characters until you finish all races (1st heat, 2nd heat and Final round).

Track Information

You can find out the conditions and difficulty levels of the next courses, or your current position and winning conditions. Press the A Button to start the race, press the B Button to quit. The game saves progress after a race has finished. The game will not be saved if you quit in the middle of a race.

Ending a race and Game Over

Result

The Result screen will be shown after each race. On this screen, you can check your current position, points you have and position in the Championship. Select EXIT to proceed, REPLAY to see your race.

Game Over

Race ends if the remaining time reaches 0 or you couldn't satisfy the winning condition.
Points

Bonus Time:
Jumping off the ramps will add extra time onto the remaining time.
You can get more extra time if you do some tricks when you jump.
Use ramps and tricks effectively.

Special Tricks:
There are hidden short cuts that you can reveal only by doing special tricks.
When doing such tricks, make sure you land successfully.

How to Look at Your Screen

1 Game Time — over if this reaches 0.
2 Total Time — Total time from the beginning of race.
3 Lap Time — Current lap time.
4 Best Lap — Fastest lap time.
5 Position — Current position.
6 Speed — Current speed.
7 Bonus Time — Extra time added.

Pause Menu

Pause menu appears when pressing the Start Button during a race.
Select up/down with the D-Button and confirm with the A Button.
CANCEL — Return to the race.
RETIRE — Restart the Championships from the beginning
EXIT — Return to the Main Menu.
Replay

You can watch your replay after a race.

X Button: Changes camera angle
R Trigger: Hides/Displays information

When in Vs Battle you can see the game from each player's perspective.

Replay Pause Menu

If you press Start during a replay, the pause menu comes up. Use the up and down buttons to select from the menu. Cancel: Returns you to the replay Restart: Starts the replay over from the beginning. Exit: Exits replay and sends you back to the Result Screen.
Tricks and Techniques

You can increase your technical skills by playing mini games.

Character Select
Select character using the D-Button left/right, press the A Button to confirm.

Challenge Select
Select challenge using the D-Button left/right, press the A Button to confirm.

Challenges Offered in the Game
Waterfall jump...Jump 3 times and try to exceed 500m in distance.
Target jump...Try breaking all numbered boards (1-9).
Balloon attack...Jump into the balloons and try breaking 7 or more balloons.
Rumble hop...Try finishing a race by hopping over obstacles. You can only miss 5 times.
Submarine...Try finishing a race by submerging under obstacles. You can only miss 5 times.
Loop...Try looping 10 or more times within given time limit.
Barrel roll...Try rolling 10 or more times within given time limit.
Numbered rings...Try going through the numbered rings (1-15) within given time limit.
Score gates...Carry beach balls and go through gates. Try to get 5000 points.

Ending a Game
After finishing a race, the Result screen appears.
Select EXIT to go to Challenge selection screen, RETRY to retry the same stage, REPLAY to see your race.

Pause Menu
Pause screen appears when pressing the Start Button during a race.
CANCEL: Return to the race.
RETIRE: Return to the Challenge selection screen.
RETRY: Retry the same stage from the beginning.
EXIT: Return to the Main Menu.

Hazards and Obstacles

Collect balloons placed throughout the track and get the highest score in the shortest amount of time.
You need to score higher than target scores indicated on the screen.

Character Select
Select character using the D-Button left/right, press the A Button to confirm.

Track Select
Select a track using the D-Button left/right, press the A Button to confirm.
There are 7 tracks to choose from

Name                      Difficulty
Manhattan Short            •
Amazon Short               ••
Bahamas Middle             ••
Rome Middle                •••
Niagara Falls              ••••
Arctic Ocean Middle        •••••
Phantom Ship               •••••

Information
Lists clear points and number of balloons in each track.
Pressing the A Button in this screen will start the game.
Start Racing
Types of Balloons
There are 3 types:
Normal Balloon (Blue) – 100 points
Deluxe Balloon (Red) – 500 points
Bonus Balloon (White) – Doubles your score for the next 10 seconds.

Points
In order to get all balloons, you may need to perform tricks.
Use tricks effectively and try to collect all balloons.

Ending a Race and Game Over
Race finishes after 1 lap and the game brings up the Result screen.
You can check your score and lap time in the Result screen.
Gave Over if remaining time reaches 0.

Pause Menu
Pressing the Start Button during a race brings up the Pause Menu.
CANCEL: Return to game.
CHANGE DRIVER: You can change your character.
CHANGE COURSE: You can change the track.
RETRY: Re-start the game from the beginning.
EXIT: Return to Main Menu.

Time Attack
Challenge your best time.

Character Select
Select character using the D-Button left/right, press the A Button to confirm.

Track Select
Select a track using the D-Button left/right, press the A Button to confirm.

Ending a Race and Game Over
Race finishes after 3 laps and the game brings up the Result screen.
You can check your best lap time and total time.
Select EXIT to return to Main Menu, RETRY to retry the same track under same condition and REPLAY to see your race.
There is no Game Over in Time Attack.

Pause Menu
Pressing the Start Button during a race brings up the Pause Menu.
This is the same Pause Menu as HAZARDS & OBSTACLES.
Vs Battle

One on One VS battle.
You can't select this mode unless there are 2 controllers inserted.

Character Select
1 PLAYER selects first, then 2 PLAYER.
Select character using the D-Button left/right, press the A Button to confirm.

Track Select
Select a track using the D-Button left/right, press the A Button to confirm.

Ending a Race
Race finishes once one player finishes 2 laps, and the game brings up the Result screen.
You can check best lap time for both players.
Select EXIT to return to Main Menu, RETRY to retry the same track under same condition and REPLAY to see your race.

Pause Menu
Pressing the Start Button during a race brings up the Pause Menu.
This is the same Pause Menu as HAZARDS & OBSTACLES.

Options
You can change game settings in this mode.
GAME CONFIG - Change game settings.
DEFAULT VIEW - Change starting view.
SPEED - Change Speed setting.
VIBRATION - Change Jump Pack settings. (Not available if Jump Pack is not inserted.)
BOOST - Change handicap setting in VS BATTLE.

KEY CONFIG
Change controller types.

SOUND CONFIG
Change sound settings.
AUDIO - Change sound output.
BGM VOLUME - Change background music volume
SE VOLUME - Turns Sound Effects ON or OFF
VOICE VOLUME - Turns Voicemails ON or OFF
BGM PLAY - Lets you listen to the background music

SAVE - LOAD
You can save/load the system data.
Library

You can check your records and replays in all modes.

Replay Theater

You can replay the most recent race or saved replay data.
REPLAY: Replay the most recent race or loaded replay data.
LOAD REPLAY DATA: Load replay data from memory card.
SAVE REPLAY DATA: Save the most recent replay data.

Number of blocks needed to save replay data
Number of blocks will vary depending on playtime and controls.

Records

You can check your records in all modes.
Press the D-Button up/down to select mode, the D-Button left/right, to select track or challenge number.

Drivers

<table>
<thead>
<tr>
<th>Handling</th>
<th>Ryan</th>
<th>Kate</th>
<th>Yuki</th>
<th>Spike</th>
<th>Max</th>
<th>Matt</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grip Collision</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★</td>
<td>★★★</td>
</tr>
<tr>
<td>Stability</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★</td>
<td>★★★</td>
</tr>
<tr>
<td>Max Speed</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★</td>
<td>★★★</td>
</tr>
<tr>
<td>Acceleration</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★★</td>
<td>★★★</td>
<td>★★★</td>
</tr>
</tbody>
</table>

Course

<table>
<thead>
<tr>
<th>Bahamas</th>
<th>Short</th>
<th>Crystal-clear blue waters</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>Manhattan</td>
<td>Short</td>
<td>Murky, yet attractive cityscape</td>
</tr>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>Rome</td>
<td>Short</td>
<td>Historical city with lots of unexpected twists</td>
</tr>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>Long</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Amazon</td>
<td>Short</td>
<td>Luscious in greenery, but wild</td>
</tr>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>North Pole</td>
<td>Short</td>
<td>No one's too cool to race here</td>
</tr>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>Niagara Falls</td>
<td>Short</td>
<td>Make the biggest leap of faith in your life</td>
</tr>
<tr>
<td></td>
<td>Middle</td>
<td></td>
</tr>
<tr>
<td>Phantom Ship</td>
<td></td>
<td>Scariest race ever through an amusement park haunted house</td>
</tr>
</tbody>
</table>
Credits
Crave U.S. Team
Senior Producer
Daryl Pitts
Associate Producer
John Kellogg
Japanese Translation
Kyoko Makino
Senior Product Manager
Cory Hudson Jones
Creative Services Manager
Ryan Villers-Furze
Senior Marketing Services Manager
Sheri Furumi
Marketing Services Coordinator
Yumi Saiki
Web Master
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PR Manager
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QA Lead Tester
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QA Team
James Altenburg
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Adrian Lewandowski
Jeff McLean
Orleans Miranda
Jeff Nachbaur
Eric "Jetson" Ploutz
Ramiro Ramirez
Richard Robledo
Jamie Saxon
Dean Shimonishi
Ron Telay
Kazuo Tanaka
Brian Wilson
Voices / Audio Post Production
Big Fat Kitty Productions
Special Thanks
Nima Taghavi
CEO
Crave Entertainment Group
Ned Dewitt
President
Crave Entertainment Group
Holly Newman
Executive VP Publishing
Mark Burke
Senior VP Product Development
Shinji Katsukawa
Managing Director, Crave Japan
Paul Sackman
Vice President Sales
Martin Spiess
Vice President Marketing
Surf Rocket Racer Japan Staff
Notes
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If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the accompanying Crave Entertainment, Inc. software product provided it is return by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt, (2) your name and return address typed or clearly printed, (3) a brief note describing the defect, the program(s) you are encountering and the system on which you are running the program, (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:

Warranty Replacements:
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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If you are looking for Hints & Tips for any Crave Entertainment product, please call:
US – 900-903-4468 $0.56 U.S. dollar per minute • Canada – 900-877-4468 $1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-777-3772.

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