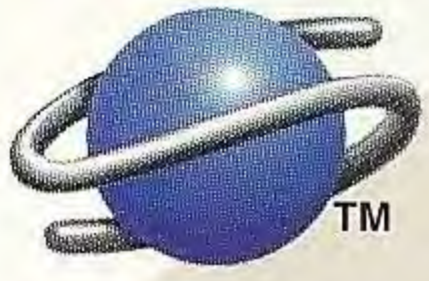


SEGA™



Hi-Octane™

THE TRACK FIGHTS BACK!

SEGA SATURN™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-5002H

**WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

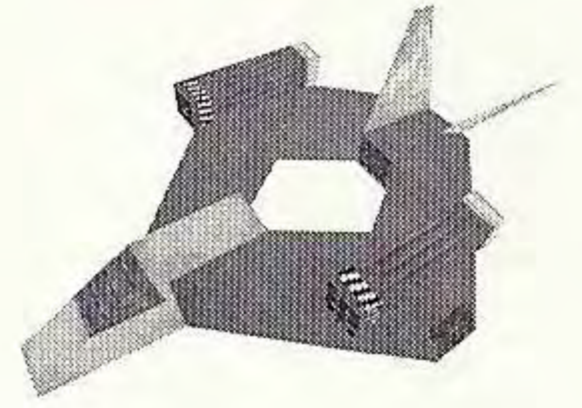


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

Handling Your Sega Saturn CD Disc

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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 1-800-771-3772.



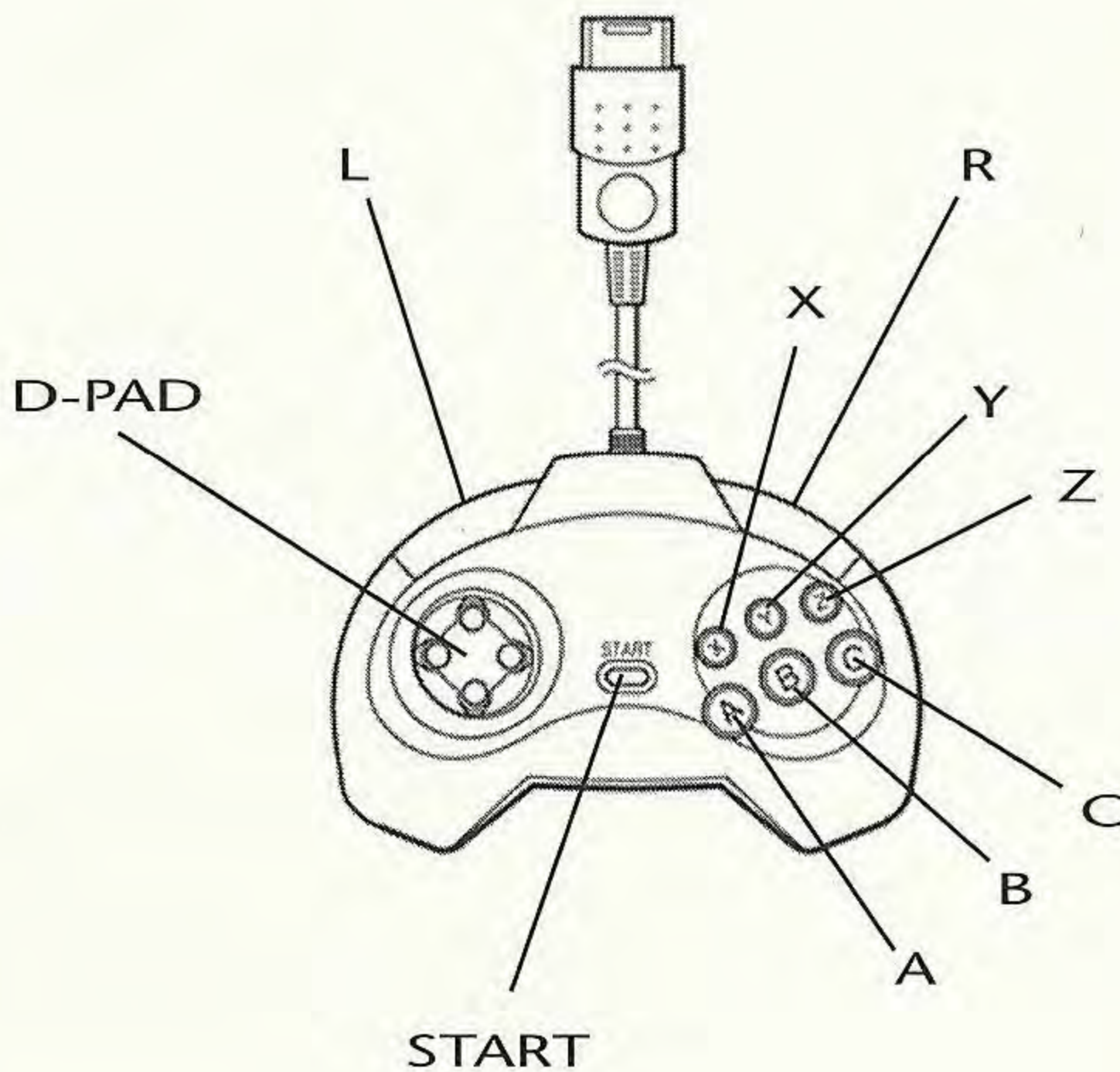
CONTENTS

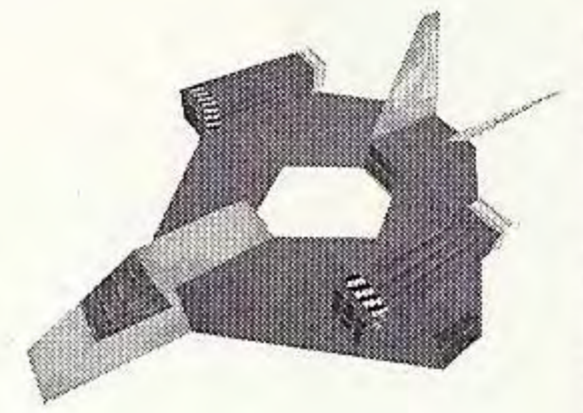
Starting the Game.	2
Command Summary	3
Moving Through Menus	4
Main Menu	4
Race Menu	4
Championship Menu	6
Options Menu	6
The Game Screen.	7
POWER UPS	8
Car, Team and Track Names.	8
TRACK NAMES	8
CAR NAMES	9
TEAM NAMES	9



STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn™ system.
2. Make sure a Control Pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Game Setup screen.





COMMAND SUMMARY

SELECTING MENU OPTIONS

Highlight menu option:	D-Pad up/down
Change menu option:	D-Pad left/right
Select menu option:	Press A
Go to previous menu screen:	Press C or R

CAR CONTROLS

Accelerate:	D-Pad Up
Decelerate:	D-Pad Down
Steer Left:	D-Pad left
Steer Right:	D-Pad right
Fire Minigun:	Press A or L
Fire Missile:	Press C or R
Charge Booster:	Press B
Pause: Press	START
Toggle View:	Press X , Y , or Z

ALTERNATIVE CAR CONTROLS

Accelerate:	Press B
Decelerate:	Press X
Steer Left:	D-Pad left
Steer Right:	D-Pad right
Fire Minigun:	Press A or L
Fire Missile:	Press C or R
Charge Booster:	Press Y
Pause:	Press START
Toggle View:	Press Z

MOVING THROUGH MENUS

- To highlight a menu option, D-Pad **up/down**, and then D-Pad **left/right** to alter settings. Pressing **A** selects a highlighted option.
- To go back to the previous menu screen, press **C**.

MAIN MENU

Race: Go to Race menu (see *Race Menu* on p. 4).

Options: Go to Options menu (see *Options Menu* on p. 6).

RACE MENU

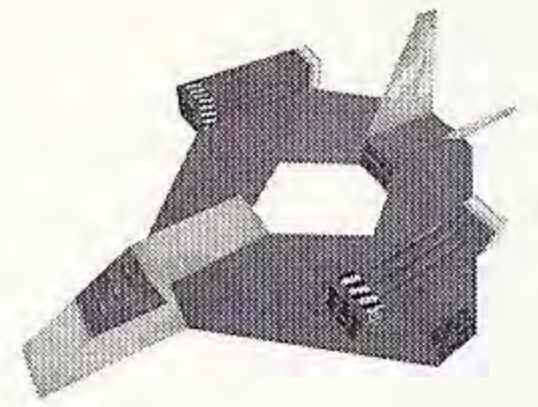
Championship: Go to Championship menu (see *Championship Menu* on p. 6).

Single Race: Race against up to seven computer-controlled opponents on the track of your choice. **NOTE:** You will need a Backup™ RAM Cartridge to save your game.

Clone Race: Race against the ultimate time trial opponent - yourself! The computer creates a clone of your car, programmed with either your best ever lap or your best lap that session, ready for you to race. You can try to better that lap time, or challenge a friend to play against your own virtual car! Your best performance for each individual track is saved automatically as you complete your best lap, meaning the Clone Race will always provide the biggest challenge of all. **NOTE:** You will need a Backup RAM Cartridge to save your game.

NOTE: Due to memory limitations, very long laps may not be able to be recorded, meaning that you'll just have to try and better your lap time.

Death Match: Are you sick of getting shot in the back by your opponents while you're busy trying to win a race? Death Match offers you the chance to get even, taking you out on the track of your choice and letting you vent your frustration on up to seven computer opponents without the frivolity of a race to worry about. Set up cunning ambushes for your enemies, go out with all guns blaz-



ing, even drive the wrong way round the track and attack them head on—the choice is yours. Bonuses are awarded for performing stunts.

Split Screen Single Race: Play a single race with a friend; Control pad 1 controls the top screen, Control pad 2 controls the bottom. Note that you both have to use the same class of vehicle.

Hot Seat: The Hot Seat option is a chance for you to race against up to seven of your friends - all on one machine. Select a track and vehicle (all players use the same type of craft) and the race begins with Player 1 in control. After a designated amount of time, the name of the next player to participate flashes on the screen, followed by a three-second countdown. Once the word 'Go' appears on screen, Player 2 starts controlling his craft while the computer assumes control of Player 1's car. This system continues until one player has won the race. To modify the amount of players participating and the length of time they control their vehicle, see *Hot Seat Options* on p. 6.

Main Menu: Return to Main menu.

Once you have selected the race mode you wish to use, you will arrive at the track and vehicle selection screen. To choose which track to play D-Pad **left/right**; set the number of laps by D-Padding **up/down** and then press **A**. Now highlight the vehicle of your choice by D-Padding **left/right**, and use **up/down** on the D-Pad to select a team to race for. When vehicle and team selection are complete, press **A** and the race begins.

CHAMPIONSHIP MENU

Continue: This option is only displayed if a Championship has already been started. Select this to take part in the next Championship race.

New Championship: When setting up a New Championship, only the car and team options are available; select these as in a Single Race (see *Race Menu* on p. 4). You cannot select a track, although each Championship race takes place on a different track.

Load Championship: Load your previously saved game by pressing A.

Save Championship: After a race, choose this option to save a Championship in progress. Press A to save, or B to return to the Championship menu. Note: You must have a Backup RAM Cartridge installed to save a game.

Quit Championship: Discontinue the current Championship.

OPTIONS MENU

Change Name: Change the name of your player by D-Padding **up/down** to change the letter and **left/right** to move the cursor. Press A to confirm your choice.

Sound Options:

Music Volume: 0-16

Main Options: Return to the Options menu.

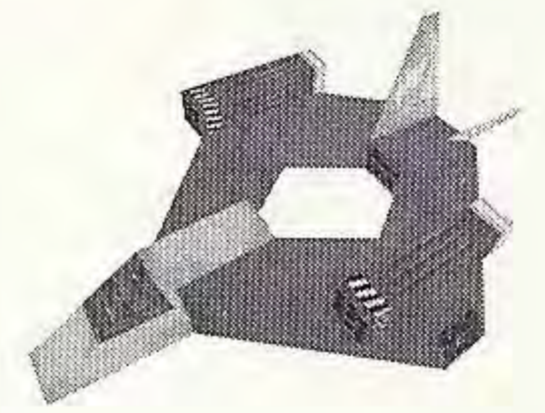
Control Option: Toggle between standard and alternative control methods

Computer Players: Select number of computer opponents.

Death Match Lives: Choose between 0 (infinite) and 4.

Use Best Lap in Clone Race: Toggle between using your best ever lap and the best lap from the present session.

Note: this option is only available if you have a memory card installed.



Hot Seat Options: Customize the Hot Seat option:

Hot Seat Players: The amount of people wishing to participate.

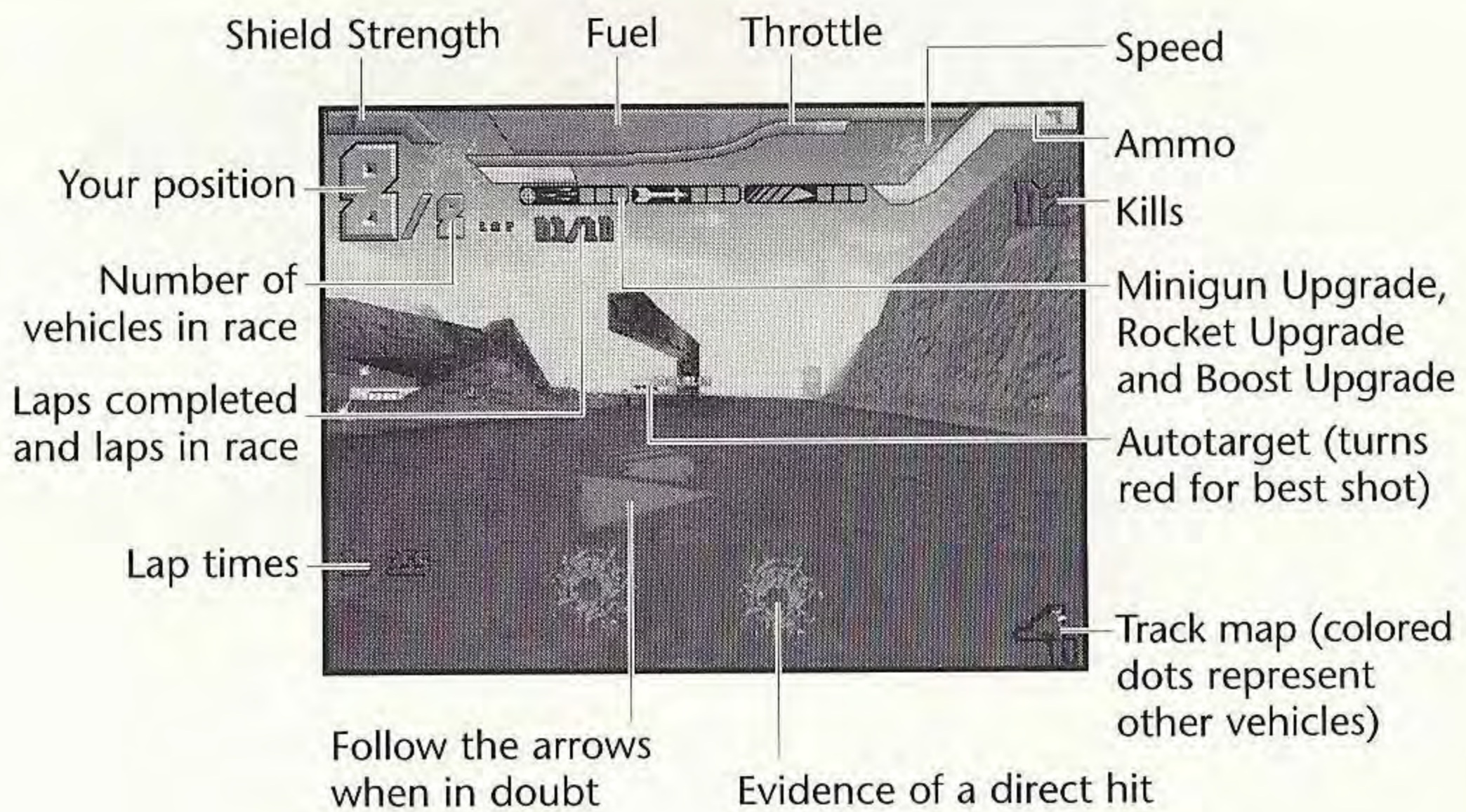
Hot Seat Racing Time: The length of time each player spends in control.

Main Options: Return to the Options menu.

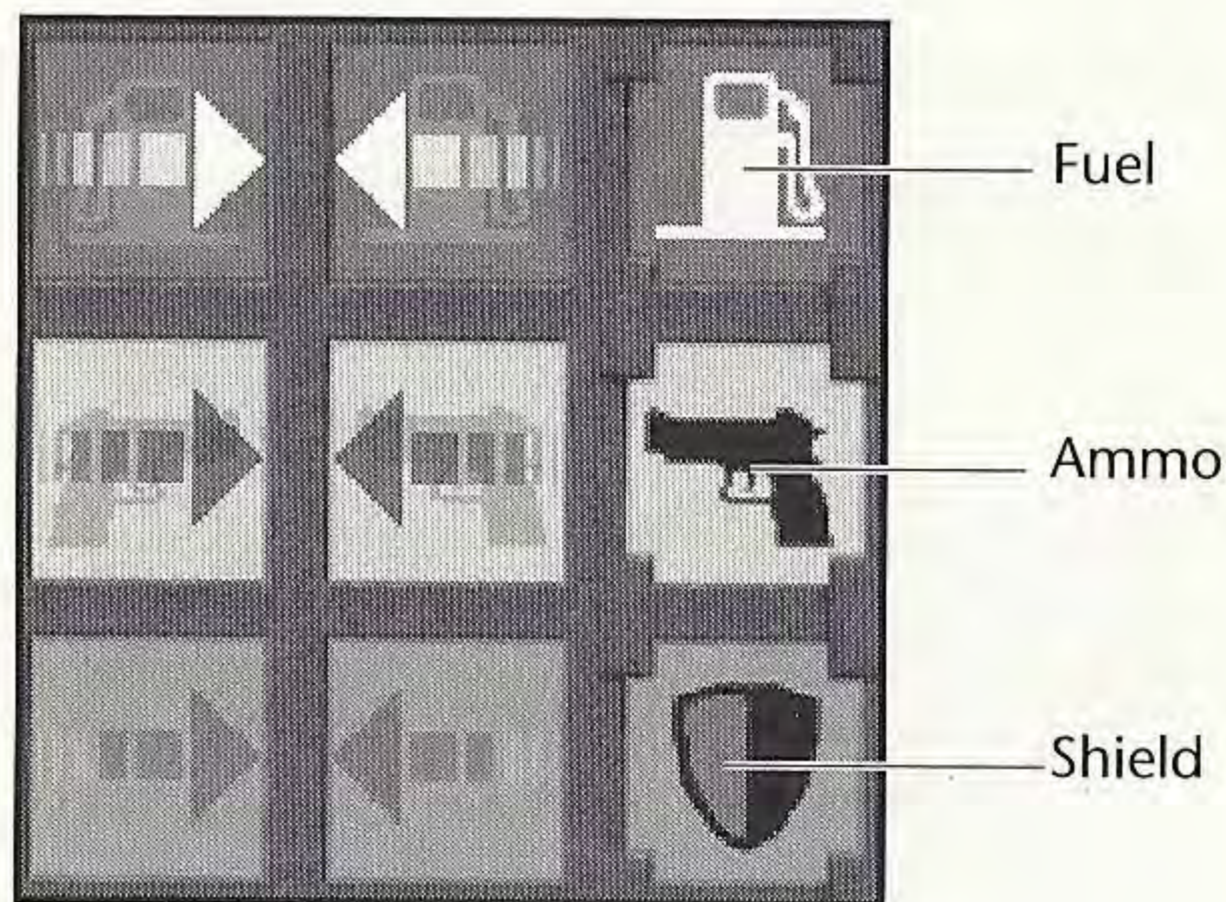
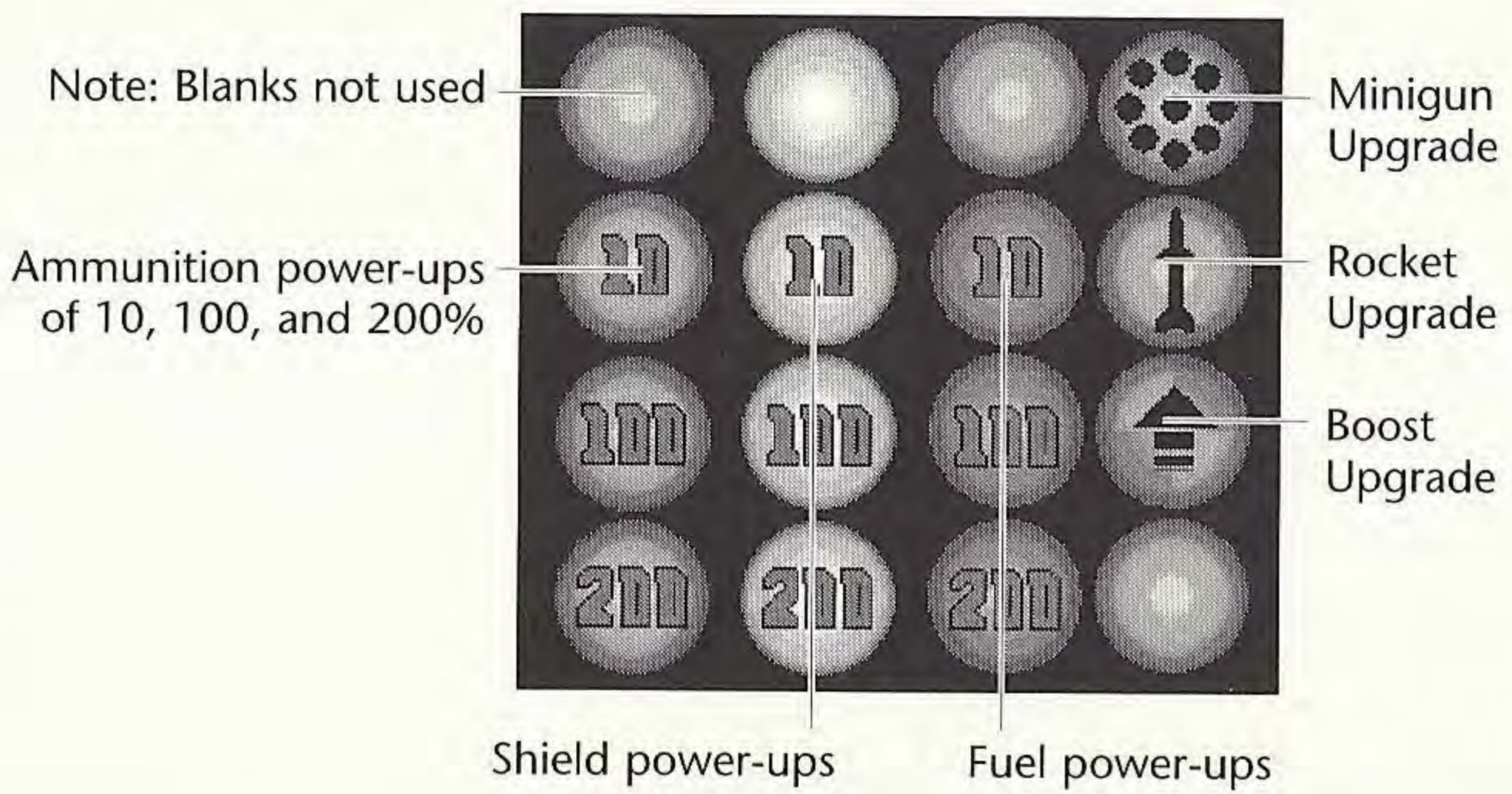
Difficulty Level: Choose between 1 (easiest) and 3 (hardest).

Main Menu: Return to Main menu.

THE GAME SCREEN



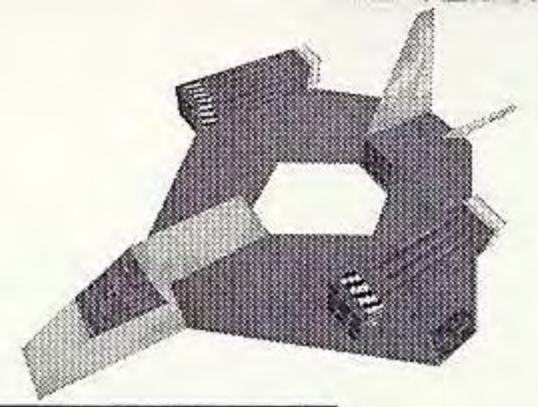
POWER UPS



CAR, TEAM, AND TRACK NAMES

TRACK NAMES

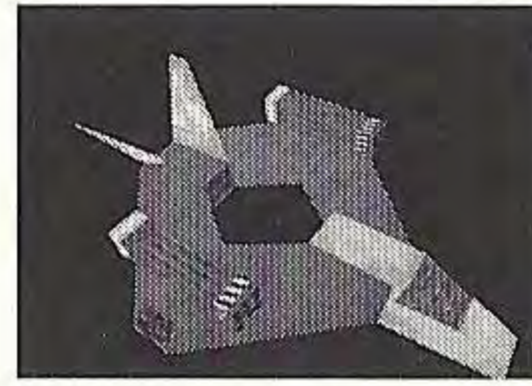
- Amazon Delta Turnpike
- Trans-Asia Interstate
- Shanghai Dragon
- New Chernobyl Central
- Slam Canyon
- Thrak City
- Ancient Mine Town
- Arctic Land
- Death Match arena



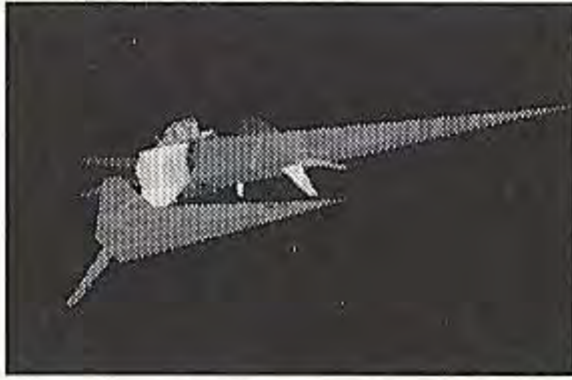
CAR NAMES



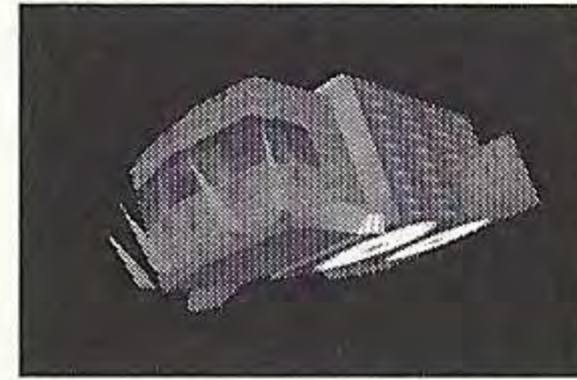
KD-1 Speeder



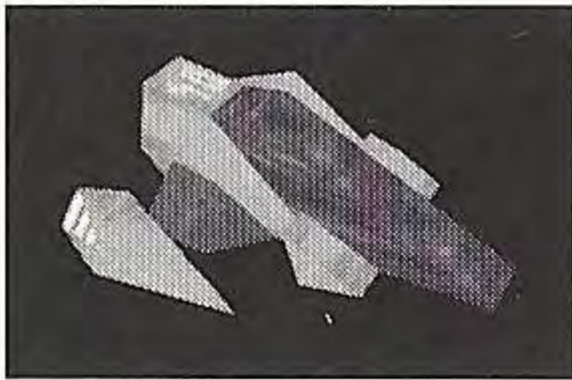
Beserker



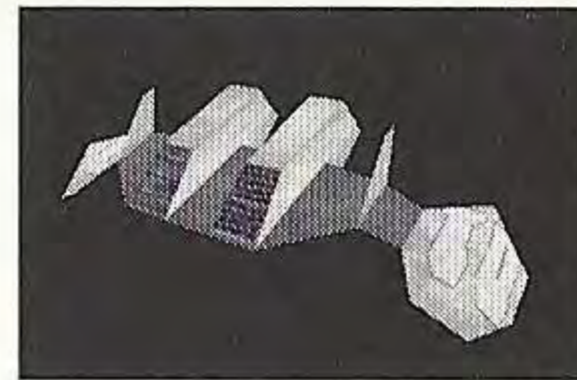
Vampyr



Jugga



Outrider



Flexiwing

TEAM NAMES

White = Mad Medicine

Aqua Green = Bullfrog

Purple = Storm Riders

Orange = Fire Phreaks

Blue = DethFest

Yellow = Foo Fighters

Red = Gorehounds

Black = Assassins

ELECTRONIC ARTS LIMITED WARRANTY

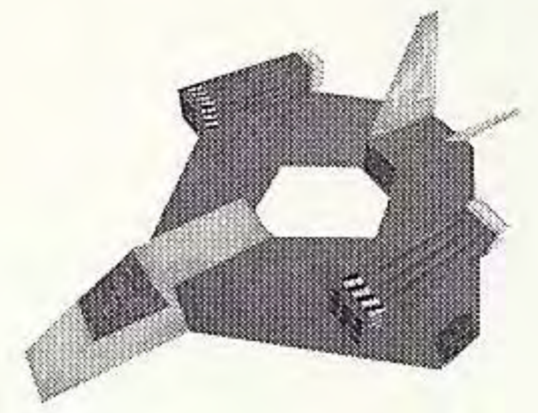
Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts, P. O. Box 7578, San Mateo, California 94403-7578, Attn: Customer Support.



RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts
Customer Warranty
PO. Box 7578
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **EA Tech Support Fax:** (415) 286-5080

HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com

Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
tact:

Electronic Arts Pty. Limited
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, con-

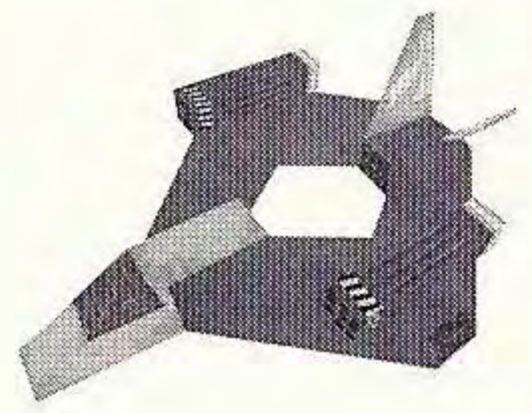
tact:
Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465

In **Australia:** Gameplay, Hints, and Tips Line Phone: 1 902 262 062
(1.00 per min.) ITMS
Technical Support Phone: 1 902 263 163 (2.00 per
min.) ITMS 7 days a week 8:30 AM—10:30 PM. If you
are under 18 years of age parental consent required.

Hi-Octane, Bullfrog and the Bullfrog logo are trademarks of Bullfrog
Productions Ltd.

Software ©1995 Bullfrog Productions Ltd. All rights reserved.

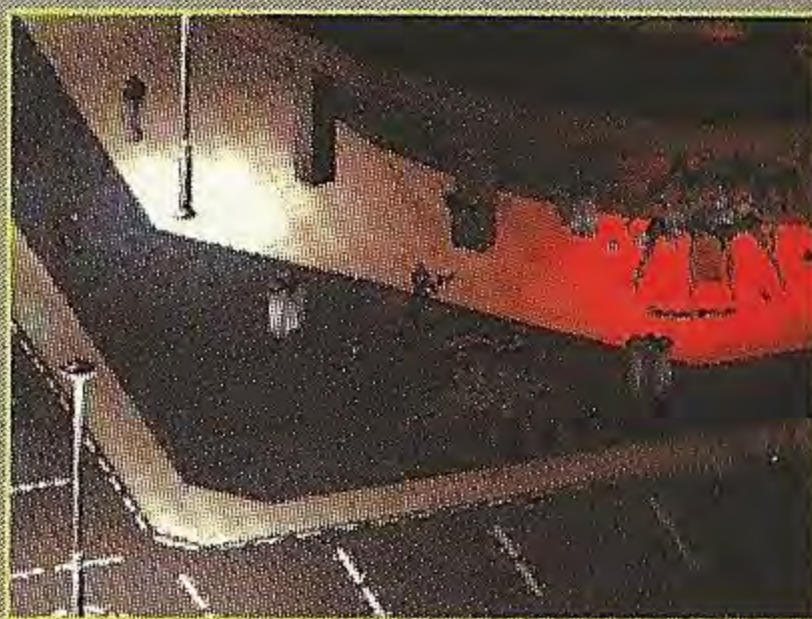
Documentation ©1995 Electronic Arts, Ltd. All rights reserved.



Patent numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396

SYNDICATE™ WARS

In a dark future of corporate takeovers, your goal is to exert lethal force to gain control of the planet's territories, so that your corporation can guide the world to a better future. At your disposal are cyborg agents endowed with superhuman abilities and awesome firepower, thanks to the biomechanical enhancements you can provide. Guide them through a fully-rotating 3D environment as you complete



various missions ranging from assassinations to object recovery in your bid to become world leader.

SYNDICATE WARS IS A TRADEMARK OF,
AND BULLFROG AND THE BULLFROG
LOGO ARE REGISTERED TRADEMARKS
OF BULLFROG PRODUCTIONS, LTD.



Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. © 1995 Bullfrog Productions, Ltd. All rights reserved. Bullfrog and the Bullfrog logo are registered trademarks, and Hi-Octane is a trademark of Bullfrog Productions, Ltd. Actual screens may vary. Bullfrog is a division of Electronic Arts, 1450 Fashion Island Blvd., San Mateo, CA 94404-2064 This game is licensed for use with the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Security Program © SEGA 1994. All Rights Reserved. Made and printed in the U.S.A. All rights reserved. 765005