



# CONTENT

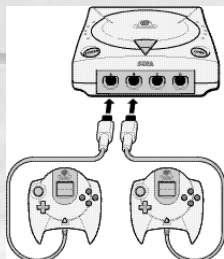
Thank you for purchasing DAYTONA USA®. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before playing.

<b>Controls</b> . . . . .	<b>2</b>	<b>Net Battle</b> . . . . .	<b>16</b>
<b>Game Display</b> . . . . .	<b>4</b>	<b>Records</b> . . . . .	<b>20</b>
<b>Starting Up</b> . . . . .	<b>6</b>	<b>Replay</b> . . . . .	<b>20</b>
<b>Main Select</b> . . . . .	<b>8</b>	<b>Options</b> . . . . .	<b>21</b>
<b>Single Race</b> . . . . .	<b>11</b>	<b>Homepage</b> . . . . .	<b>24</b>
<b>Championship</b> . . . . .	<b>11</b>	<b>Course Information</b> . . . . .	<b>25</b>
<b>Time Attack</b> . . . . .	<b>13</b>	<b>Car Information</b> . . . . .	<b>28</b>
<b>VS Battle</b> . . . . .	<b>14</b>	<b>Credits</b> . . . . .	<b>29</b>

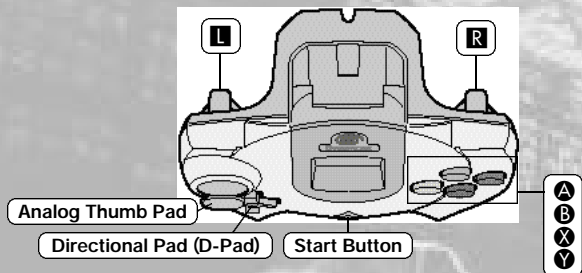
DAYTONA USA® is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. For details regarding game files, see p.23. While saving never turn the Dreamcast OFF, or remove the memory card, controller or other peripheral devices.

# CONTROLS

This is a 1 to 2 Player game. For a 1 Player game connect a controller to Control Port A. For a 2 Player game connect controllers to Control Ports A and B.



## DREAMCAST CONTROLLER



\* Never touch the Analog Thumb Pad or **L/R** while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization process and result in malfunction.

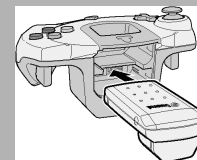
## CONTROLS

<i>Menu Controls</i>	Move Cursor Enter Cancel/Return to Previous Screen Adjust	   
<i>Game Controls</i>	Game Start/Pause Steering Accelerate Brake Change Camera View Gear (Manual transmission only)	Start Button Analog Thumb Pad   D-Pad 
<i>Web Browser Controls</i>	Scroll Up/Down Move Cursor Enter Cancel Web Navigation	Analog Thumb Pad D-Pad   

\* The controls shown on this page are the default controls.

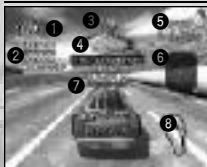
To return to the Title Screen at any time during game play, simultaneously press and hold **A**, **B**, **X**, **Y** and the Start Button on the Dreamcast Controller.

**JUMP PACK™** (sold separately)  
 DAYTONA USA® is compatible for use with the Jump Pack. Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.



# GAME DISPLAY

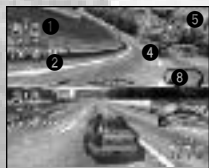
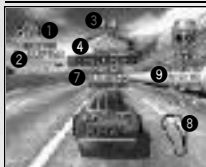
## SINGLE RACE



## CHAMPIONSHIP



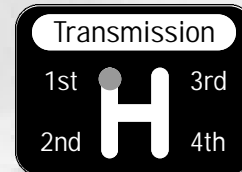
## TIME ATTACK



VS BATTLE/NET BATTLE\*

\* Display contents are the same but on a full screen.

- 1 Current Lap/Total Number of Laps
- 2 Lap Time
- 3 Time Limit
- 4 Top: Tachometer Bottom: Speedometer  
Right: Gear
- 5 Position/Number of Cars
- 6 Traffic Display
- 7 Fastest Lap Time Difference  
\* In Championship Mode, the bonus points are displayed.
- 8 Course: P Players car 1 Leading car; VS Battle: 1 Player 1 2 Player 2
- 9 Top: Fastest Lap  
Center: Total Record (the fastest total time)  
Bottom: Current Lap Time

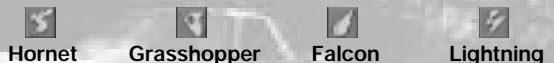


## ICONS

### MEMORY CARD ICONS



### CAR ICONS



\* Course Icons are explained on p.25.

### TRANSMISSION ICONS



### TIRE ICONS



### COURSE TYPE ICONS



# STARTING UP

## MEMORY CARD SCREEN

Once the power is turned ON, the Memory Card Screen will be displayed. For first time players, follow the displayed instructions to create a save file.



If you have already created a save file, the contents of the file will be displayed. Check the contents of the file before entering.



## MODE SELECT MENU

Once the Title Screen appears, press the Start Button to display the Mode Select Menu, and select the mode you wish to play.



## MODES

**SINGLE RACE**  
*P.11*

Race against computer controlled cars, passing through checkpoints before the time limit reaches zero.

**CHAMPIONSHIP**  
*P.11*

There are four series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and win the championship.

**TIME ATTACK**  
*P.13*

A battle to set the quickest time. It's possible to race against a "ghost" car.

**VS BATTLE**  
*P.14*

Connect controllers to Control Ports A and B to race against a human opponent using a split-screen.

**NET BATTLE**  
*P.16*

Compete in a race over the Internet with 2 to 4 players.

**RECORDS**  
*P.20*

View the records and rankings for each stage.

**REPLAY**  
*P.20*

View saved replay files.

**OPTIONS**  
*P.21*

Adjust the various game settings.

**HOMEPAGE**  
*P.24*

Connect to the DAYTONAUSA® Homepage for rankings, and download a Key File, so you can race online.

## MAIN SELECT



In each mode, before a race, you will be able to select the car and course used in that race. Select "Car" or "Course" and press **A** to display the screens below.

### CAR

Select the car settings you wish to use from the Car Settings Menu.



### COURSE

Select the course settings from the Course Settings Menu.



### START

Start the race.

## CAR SETTING MENU

### SELECT

Select the car you wish to use

#### GRIP

The larger the gauge the stronger the grip.

#### ACCELERATION

The larger the gauge the higher the level of acceleration.

#### MAX SPEED

The larger the gauge the higher the level of maximum speed.

### AT/MT

Select the transmission

#### Automatic

Automatic transmission is recommended for beginners.

#### Manual-4

Manual transmission is recommended for skilled players.

### TIRE

Select the tires you wish to use.

SOFT MEDIUM SOFT MEDIUM MEDIUM HARD HARD

SOFT yields a stronger grip, while HARD yields a better drift.

### COLOR

Select the car color

CUSTOM COLOR 1 CUSTOMCOLOR 2 CUSTOMCOLOR 3

Create custom colors by adjusting Car Color Setting (see p.22).

### HANDICAP

The Handicap setting

Appears in VS Battle Mode and Net Battle Mode (Leader only). Select "ON" to boost the speed of the losing car.

### COURSE SETTING SCREEN

Select an item below and the setting screen for that item will be displayed. Use **←→** to adjust the setting. After you have completed setting up the course, select "OK" and press **A** to return to the Main Select Menu.

#### SELECT

Select a course.

#### FASTEST LAP

The fastest lap for that course.

#### BEST TIME

The best time for that course.

#### CIRCUIT LENGTH

The length of the course.

#### LAP

Select the number of laps to race. Depending on the course and type of race, the number of laps available for selection will vary. Select "Fixation" to set the default number of laps.

#### ENTRY CAR

Select the number of cars appearing in the race.

- \* In Vs Battle Mode select "Player Only" for a battle between just the 2 players.
- \* In Time Attack Mode, this setting will not be displayed.

#### TYPE

Select the type of course

**NORMAL TYPE**  
Normal type.

**REVERSE**  
The reverse of normal type.

**MIRROR**  
A mirror version of normal type.

**MIRROR REVERSE**  
A mirror version of reverse type.

### SINGLE RACE

Complete the race against computer controlled cars, passing through the checkpoints before the time limit reaches zero. Adjust the race settings from the Main Select Menu and start the race.

### GAME OVER

If the time limit reaches zero before you pass through the checkpoint - game over!

### NAME ENTRY

After the race, if you manage to place within the top 10 rankings and the number of laps are set at "Fixation," you will be able to enter your name up to 3 letters.



Select Letter **←→**

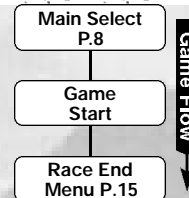
Enter **A**

Delete Letter **R**

### CHAMPIONSHIP

There are four series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and aim to win the championship.

Select the data you wish to use. If this is your first game, select "NEW GAME" and enter your name using up to 3 letters.



### ACQUIRE POINTS

Clear a race and acquire points.

**RANKING POINT**

Earn points based on your ranking.

e.g.) 1st 80 2nd 50  
3rd 40 4th 35  
5th 30  
and so on

**LEAD LAP POINT**

Be in the lead for a whole lap and get bonus points once you cross the goal line.

**BESTLAP POINT**

Achieve the best lap to receive 10 points.

**CHAIN LEAD LAPPOINT**

Be in the lead for consecutive laps and get extra points. 1 point for each consecutive lap.

e.g.) 2 laps: 1pt  
3 laps: 2pts  
and so on

### CONDITIONS FOR CLEARING A SERIES

Refer to the table on the right for the minimum rank you must achieve in order to continue to the next series.

<b>SERIES 1</b>	<b>CHALLENGERS CUP</b>	<b>Top 5</b>
<b>SERIES 2</b>	<b>STRONG RUNNERS</b>	<b>Top 5</b>
<b>SERIES 3</b>	<b>RIOT PARTY CUP</b>	<b>Top 3</b>
<b>SERIES 4</b>	<b>KING OF DAYTONA</b>	<b>Top 3</b>

### MENU

After the race the Menu Screen will appear. Select and enter "EXIT" to return to the Title Screen.

**SAVE GAME** Will be displayed after the end of each series. Save your result to a memory card.

**NEXT GAME** Go to the next race.

**REPLAY** View a replay of the race.



## TIME ATTACK

A race against time! Unless you enable the Free Run Setting in Course Settings, you must pass through the checkpoints within the time limit or it's game over.

### GHOST CAR SELECT SCREEN

Adjust the Ghost Car settings. Select and enter "EXIT" to return to the Main Select Menu.

**START**  
Start the race.

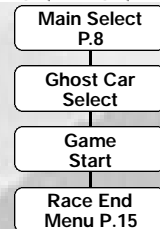
**LAST RUNNING DATA**  
Use the Ghost Car data of the previous race.

- \* Cannot be selected if:
  - This is the first time selecting Time Attack Mode.
  - You used a different course in the previous race.

**LOAD MEMORY CARD**  
The Memory Card Menu will be displayed. If Ghost Car data is saved on the memory card it will be listed. Select the data you wish to use.

**LOAD COM DATA**  
Load Ghost Car data from a prepared selection.

**GHOST CLEAR**  
Erase the Ghost Car data and race with only one car on the track.



Game Flow

## VS BATTLE

A 2 Player mode using a split screen. After the Main Select Menu has been displayed, select "1PCAR" to choose a car for Player 1 and "2PCAR" to choose a car for Player 2. Start the race after completing the course settings.

### ENTRY CAR OPTION

In Vs Battle you are able to select the following entry car options:

#### ENTRY CAR 10

10 cars will be present in the race.

#### PLAYER ONLY

Only Player 1 and 2's car will enter the race.



Player 1

Player 2

Main Select  
P.8

Game  
Start

Race End  
Menu P.15

Game Flow ↓

## PAUSE MENU

Press the Start Button during play/replays or in mode menu to display the Pause Menu.

Use **↓**/**↑** to select an item and press **Ⓜ** to enter.



- CANCEL** Return to the game
- RESTART** Restart the race  
\* only when racing  
\* not displayed in some modes
- FINISH** When the Free Run option is set in Time Attack Mode select "Finish" from the Pause Menu to finish the race.  
\* only when racing
- REPLAY EXIT** Quit Replay and return to RACE END MENU Screen.  
\* only when displaying replay
- EXIT** Return to the Title Screen.

## RACE END MENU

The Race End Menu is displayed at the end of each race. Select and enter "EXIT" to return to the Title Screen.



### RETRY

Try the race again.

### MAIN SELECT

Return to the Main Select Menu.

### REPLAY SAVE

Save the replay to a memory card.

### REPLAY

View a replay of the race.

### GHOST SELECT

\* Time Attack Mode only  
Display the Ghost Car Select Screen.

### GHOST SAVE

\* Time Attack Mode only  
Save the Ghost Car file from that race.

## SAVING



The Memory Card Select Screen will display all connected memory cards. Select the memory card you wish to use. If there are not enough memory blocks in the memory card, you must delete existing files in order to save. Select the files you wish to delete and select and enter "YES" when the confirmation screen appears.



## NET BATTLE

Compete in a race over the Internet with 2 to 4 players. You must complete User Registration and download a Key File to your VMU in order to compete.

- \* Only one person can play per Dreamcast.
- \* The contents of the Internet are constantly updated, differences with this manual may occur.

### REGARDING USER REGISTRATION

To register to race online you must first acquire a SEGA.COM Username and Password\* by logging on to SEGA.COM with a PC, by using the latest version of the SEGA Dreamcast Web Browser, or by selecting "Homepage" from your Daytona USA game disc.

\* If you already have a Sega.com Username and Password, select "Homepage" from your Daytona USA game disc to acquire a Key File.

For information on acquiring a Key File, see HOMEPAGE on p. 24.  
 For the disclaimer on accessing the Internet, see INTERNET & CHAT DISCLAIMER on p. 30.

Get connected to SegaNet, the Gamer's Destination and ISP optimized for online multiplayer gaming on the Dreamcast and PC. SegaNet hooks you up to superfast gameplay, the coolest gaming community, and exclusive content and features. Sign up now at <http://www.sega.net>



## NETWORK CONTROLS

Move cursor  
 Enter  
 Delete previous letter  
 Adjust  
 Text Box Confirmation  
 Scroll Up  
 Scroll Down  
 Display Comment Menu

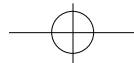
Analog Thumb Pad/D-Pad  
 A  
 B  
 X  
 Y  
 L  
 R  
 Start Button

## DREAMCAST KEYBOARD (SOLD SEPARATELY)



Change Window  
 Scroll  
 Select  
 Enter  
 Display Menu

TAB/Shift+TAB  
 Page Up/Page Down  
 ← →  
 Enter  
 ESC



### FLOW TO THE RACE

Before you can race online you must configure your Dreamcast with ISP information. To do this, insert your Dreamcast browser disc, or to request a Dreamcast browser disc, call 1-800-500-8946.

- 1 Select "NETBATTLE."



- 2 Select your VMU which contains the key file you obtained from the DAYTONA USA® Homepage.



- 3 The Dial-up Screen will be displayed. To dial-up follow the directions on-screen. Press **A** to dial-up and proceed to step 4.



- 4 The Handle Name Screen will be displayed. If this is your first time participating in Network Battle, register your handle name here. If you have already registered your handle name, select the handle name and proceed to point 5.



- 5 The Server Select Screen will be displayed. Select a server from the list. Choosing the server closest to your home will ensure the best possible game experience. Once selected, proceed to point 6.



### CHAT

In any Main or Team lobby you can chat with other users using the virtual on-screen or Dreamcast hardware keyboard. To search for other online users, select the "search for other users" button located on the "Entrance" Screen, and type the handle of the user you are looking for. For chat information, see INTERNET & CHAT DISCLAIMER on p. 30.

#### ABOUT LOG-IN ID IDENTIFICATION

Upon connection to the server, your Key File and Username will be validated to ensure a safe and straightforward Network experience. Note that Sega will not reveal your user information to any third parties.

### FLOW TO THE RACE

- 6 The Entrance Screen will be displayed. Choose "Select a Lobby" to display a list of available lobbies, and then select an experience level that suits your racing style. Please proceed to step 7.



- 7 The Lobby will be displayed. Select "Join A Team," to display teams available for selection. If you join a team you will become a "Member" of that team.



Select "Create Team" to create a team. In this case you will become the Host of that team.

- 8 The Team Lobby Screen will be displayed. Set up the race. Host can select a car and the course. Members can only select a car.



- 9 The Host selects "Start Race," to get the race under way.



After the race you will return to step 8

Press the Start Button to display the command icons



**Lobby Select** Select a lobby from the list.



**Entrance** Return to step 6.



**Exit Game** Exit the current team.



**Join A Team** Displays team currently available. Select the team you wish to join. Select "Create Team" to make your own team. Enter the team name.



**Search for Other Users** Enter the handle name of the player you wish to search for.



**User/Team Info** Switch between lists showing the player and teams.



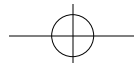
**Exit** Return to the Dial-up Screen 3.



**Start Race** Start the race (only the Host can do this).



**Set-up Screen** The Main Select Screen is displayed. Host can select a car and the course. Members can only select a car.



## RECORDS

The Race End Menu is displayed at the end of each race. Select and enter "EXIT" to return to the Title Screen.



- Item Select    ↓↑

---

- Change        ←→

---

- Total Top Scroll    L/R

## REPLAY

View saved replay files. Select the file you wish to load from the Memory Card Select Screen.

To end the replay, push the Start Button to display the Pause Menu, select "REPLAY EXIT" and push **A**.

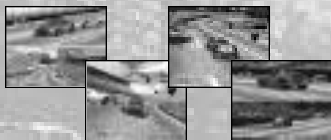
- Change Viewpoint    ←→

---

- Display Meter        **A**



(Display Meter)



For Vs Battle replays, use ↓↑ to from Player 1/Player 2 view and the split-screen view.

## OPTIONS

Adjust the various game settings. Select an item to display its setting screen. After completing adjustments, select and enter "OK" to return to the Mode Select Menu.

**Note:** when adjusting options, press **B** to cancel any adjustment made.



### GAME CONFIG

- DIFFICULTY**        Adjust the amount of time when passing through a checkpoint.
- LAP TIME DISPLAY**    Select "ON" to display the lap time while racing.
- SECTION LAP TIME DISPLAY**    Select "ON" to display the time difference with the fastest lap.
- VIEW TYPE**        Select the default view type.
- SOUND**            Select Stereo or Mono sound output.
- BGM VOLUME**        Adjust the background music volume.
- SE VOLUME**        Adjust the sound effects volume.
- BGM TEST**        Listen to the background music.
- SE TEST**         Listen to the sound effects.
- VIBRATION**        Enable or disable the jump pack.
- OK**                Save the adjustments made and return to the Option Menu Screen.

### PLAYER CONTROLLER SETTINGS

**KEY CONFIG**

Adjust the button configuration.

**ANALOG CALIBRATION**

Adjust the analog controls. Use each respective analog button to adjust and press **A** to enter.



**PLAY** Adjust when the analog control takes effect.

**MAX** Adjust when the analog control reaches maximum effect.

**SENSITIVITY** Here you can adjust the steering sensitivity.

### CAR COLOR SETTING

**SELECT**

Select a car.

**COLOR**

Select a custom color file.

**PALETTE**

Select the color you wish to change.

**HUE**

Change the color.

**SHADE**

Adjust the intensity of the color.

**VALUE**

Adjust the darkness of the color.

**DEFAULT**

Return settings to their default.

**EXIT**

Save the adjustments and return the Option Select Menu.



### ADJUST DISPLAY

You can adjust the position of the display. Use Analog Thumb Pad to make adjustment, and press **A** to enter. Press **B** to cancel. Press **R** to bring the display to default position.

### SAVE/LOAD

**DATA SAVE**

Save a game file.

**DATA LOAD**

Load a game file.



### SAVE FILES

The save files used in this game are listed below. When the Dreamcast is turned ON, if there is no save file you will be asked whether or not to create one. Follow the directions on-screen to create a file

GAME DATA	REPLAY DATA	GHOST CAR DATA	KEY FILE
Contains data for Options, Championship Mode and Net Battle Mode.	Contains replay data.	Contains records for Time Attack Mode and Ghost Car Data.	Data needed for online play, downloaded from DAYTONA USA® Homepage.



DAYTONA\_CNF



DAYTONA\_ROO



DAYTONA\_GOO



DAYTONA\_KEY

\* For Replay or Ghost Car data, the minimum amount is 22 blocks.

## HOMEPAGE

Access the DAYTONA USA® Homepage to check rankings and acquire a key file, so you can race online.

### RANKING

Check the rankings of other players.

If your records place within the rankings, you will be able to register them online. You can also upload/download replay and ghost car data.

Ranking details:

#### Total Time Ranking

The record times for each course in Time Attack Mode with the lap number set to Fixation Lap.

#### Fastest Lap Ranking

The record times for each course in Time Attack and Single Race Mode. You cannot upload ghost car or replay data here.

- The contents of Homepage will be updated periodically. Please also note that the contents may totally be renewed.
- The saved game file, created with a Dreamcast console with which the user registration has not been completed, cannot be uploaded for user ranking. If you have not completed the user registration, please delete all DAYTONA USA® save files, and start over again from the beginning.
- \* If you are going to participate in Rankings, please also read the DAYTONA USA® Homepage as well.
- The uploading of data is possible from any VMU that contains a DAYTONA USA® save file.

### DAYTONA KEY FILE

To race online you must acquire a Key File. Below are the steps needed to get a Key File:

- From the Homepage, select Register for Net Battle.
- On the registration page enter your Sega.com Username and Password. If you do not have a Sega.com Username and Password, select create.
- After you have entered the correct Username and Password you can then download a Key File to your VMU (4 blocks required).
- Pull the left trigger on your Dreamcast controller and select "Exit to Game". Now you are ready for online competition!

## COURSE INFORMATION

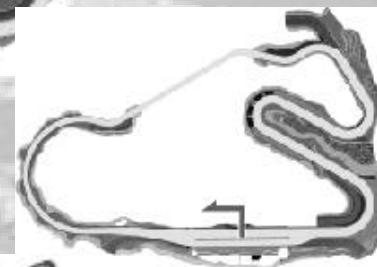


### III Three Seven Speedway

This course is located in the gambling metropolis, Las Vegas. It's very bright and aimed at the beginner.

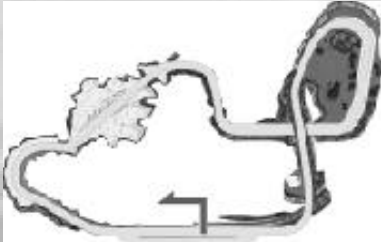
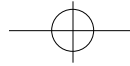
### III Dinosaur Canyon

This course winds its way through a deep canyon. The course takes its name from a giant dinosaur fossil. An intermediate course.



### III Sea-Side Street Galaxy

Starting from Starlight Bridge, this is the longest course of the series. With a lot of tight corners, this course requires a lot of technique.



**Desert City**

This technical course surrounds a desert oasis. The balloons have come out to greet the drivers.

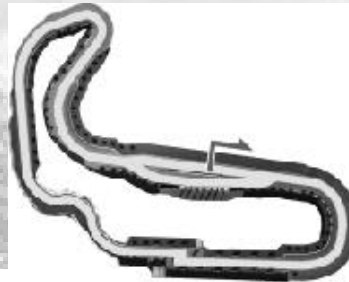


**Rin Rin Rink**

Dreamcast Original  
A course built on a swamp, it consists of a series of curves, then a long straightaway. You will need quick acceleration for this course.

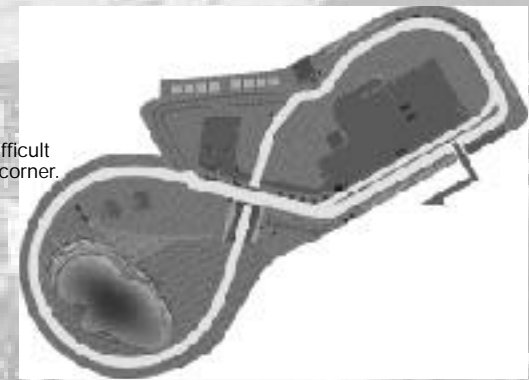
**National Park Speedway**

Built in the largest amusement park in the world. This course offers a mixture of curves and straights.



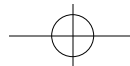
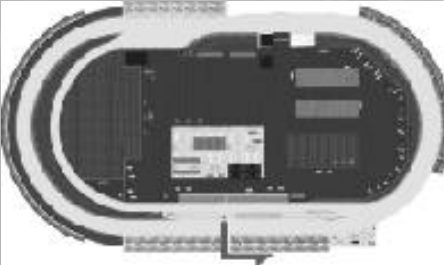
**Mermaid Lake**

Dreamcast Original  
A figure 8 course. The most difficult part of this course is the final corner.



**Circuit Pixie**

Dreamcast Original  
Built in a forest once said to contain fairies. This is an oval course so no need for brakes here, go full throttle and get in the slipstream.



## CAR INFORMATION



### HORNET

This car has a balance between grip, acceleration and maximum speed. This car is suitable for all courses.



### GRASSHOPPER

This car has the best grip of all the cars, but the level of acceleration and maximum speed are poor. You are able to control the car quickly while drifting.



### FALCON

A well rounded car with a high level of grip. This car is very easy to handle.



### LIGHTNING

This car has a high level of acceleration and maximum speed but a low level of grip. You can't be beaten on the straights but it's difficult to control the car around corners.

## CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for the U.S. version of DAYTONA USA®. Credits for the original development staff are listed in the game itself.

### Localization Producer

Howard Gipson

### Lead Tester

Keehwan Her

### Assistant Leads

Nestor Protacio

Chester Lee

Joe Amper

### Localization Manager

Osamu Shibamiya

### Testers

Mike Schmidt

Cory Sturtevant

Antonio Eco

Jay Baldo

Dave Talag

Tor Unsworth

Kenny Robinson

Rick Ribble Jr.

Benjie Galvez

Kari Hattner

Daniel Goh

Stefan Conde

Demetrius Griffin

Brian Miller

Michael Madfes

Walter Kim

Daniel Chang

Steve Peck

Daniel Airey

### Director of Product Marketing

John Golden

### Product Manager

Rich Briggs

### Associate Product Manager

Cord Smith

### Director of Creative Services

Bob Schonfisch

### Creative Services Project Manager

Angela Santos

### Public Relations

Heather Hawkins

Gwen Marker

### SEGA.COM

### Executive Producer

Jerry Markota

### Network Producer

Ryan Hurth

### Server Engineering

Kevin Kwan

### Technical Support

Britt Morris

### Administrative Support

Rie Wani

### Software Engineer

David Potosky

### Senior Systems Analyst

Eric Fehr

### Senior Manager Web Technology

John Kuner

### Web Production Manager

Ricky Viray

### Lead Network Analyst

Josh Simpson

### Network Analysts

Nic Azizian

Jorge Chacon

Joey Edwards

Cliff Wilhelm

Samir Gupta

### Manual Production (SOJ)

#### Writer

Fumiaki Tomura

#### Editor/Translator/DTP

Michael Hanna

#### DTP

Makoto Nishino

#### Designer

Toshiki Yamaguchi

#### Supervisor

Kaoru Ichigozaki

#### Special Thanks

Peter Moore

Chris Gilbert

Heather Kashner

Jane Thompson

Sandy Castagnola

Sheri Hockaday

Arnold Feener

John Amirkhan

Michael Rhinehart

Justin Gabrie

Koji Kuroki (SOJ)

Hiroyuki Inoue (SOJ)

Keiichiro Suzuki (ISAO)

Tomomi Saito (ISAO)

Junko Tanaka (ISAO)

Takeshi Hotta (ISAO)

## INTERNET & CHAT DISCLAIMER

### Homepage Access

If you choose to access the DAYTONAUSA® Homepage, Infogrames Interactive, Inc. does not review or control, and disclaims any responsibility or liability for, the functioning and performance of the Homepage, the terms of use of the Homepage, and any content on or available via the Homepage, including, without limitation, other contact between users of the Homepage. Infogrames Interactive, Inc. does not endorse the Homepage merely because a link is suggested or established. Children should check with a parent or guardian before accessing the Homepage.

### Chat

Neither Infogrames Interactive, Inc. nor Sega of America, Inc. monitors, controls, endorses, or accepts responsibility for the content of the chat messages. If you choose to utilize the Chat function of DAYTONAUSA®, you do so at your own risk. You are strongly encouraged not to give out your identity or other personal information through chat transmissions.

## NOTES



# NOTES



**ACCESS NetFront™** Easy Communication Everywhere  
**JV-Lite™** Java™ Virtual Machine Compliant Module

 MPEG Softdec is a trademark of CRJ.
 CRI ADX is a trademark of CRJ.
 Fontworks

NetFront and JV-Lite (JV-Lite is compliant with Java specification) by Access Co., Ltd. is adopted for the Internet Function of this product. NetFront and JV-Lite are registered trademarks of Access Co., Ltd. in Japan. Java and all Java-based trademarks and logos are trademarks or registered trademarks of Sun Microsystems, Inc. in the U.S. and other countries. All brands and product names are trademarks or registered trademarks of their respective companies. This software includes the font(s) licensed by NEC Office Systems, Ltd. This software is based in part on the work of the Independent JPEG Group.

Fonts, used in this game are supported by FONTWORKS International Limited. FONTWORKS product-names and FONTWORKS logos are registered trademarks or trademarks of FONTWORKS International Limited. Copyright 1994 FONTWORKS International Limited. All rights reserved.