

Also Available



Dreamcast



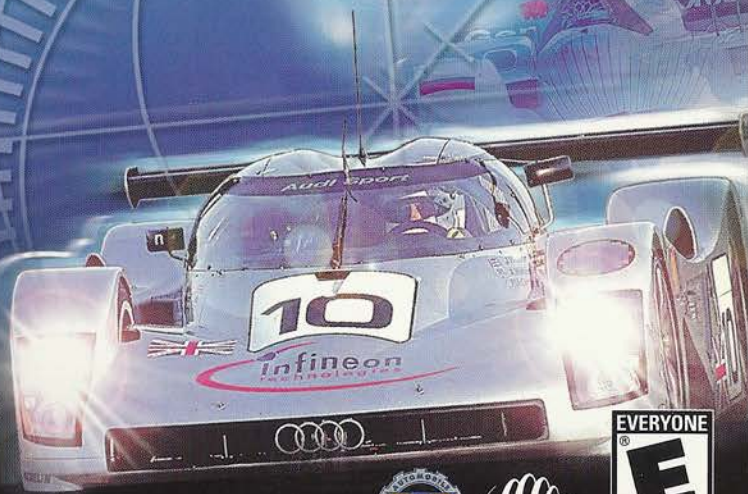
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Dreamcast



TEST DRIVE[®] Officially Licensed Product: LE MANS 24 HOURS LE MANS[®]



T-15123N

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 twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, 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 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 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, smudge 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.

SEGA 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 or 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.

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The Best Drivers in the World will be there.

24 Heures du Mans®. The most famous race in the world. The ultimate challenge known to man and machine - a gruelling race over 24 hours where drivers pit their skills against one of the most unforgiving race tracks ever. Do you have what it takes to join the legend?

The race, the organizer (ACO)

From the first Le Mans 24 Hours race in 1923, car manufacturers and drivers alike have dreamt of victory at the legendary Circuit International de la Sarthe. Over 70 years on, the emotion is still intense: the variety of competitors, the originality of the race regulations and the party atmosphere contribute to make Le Mans the Mother of all Races. The Automobile Club de l'Ouest is the keeper of the tradition, keeping the spirit and the passion alive for generations to come.

The cars (GT Class & Prototype), driving at Le Mans

Of the classes of cars found at Le Mans, the most recognizable is the GT class. The GTs are constructed on the basis of sporty models readily available from car manufacturers. Some GTs are constructed or modified with professional racing in mind: though they need to fit the standards imposed on other road cars, the performance they deliver is first class, from both engine and body point of view.



Start Your Engine

Setting Up to Play

Make sure your Sega Dreamcast™ is properly set up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

Open the Disc Door by pressing the Open Button and insert your Test Drive® Le Mans® Sega Dreamcast Specific Disc. Shut the Disc Door.

Press the Power Button to start your Sega Dreamcast.

Follow the on-screen instructions.

Test Drive Le Mans is a 1-4 player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, 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.

SEGA DREAMCAST™ HARDWARE UNIT



Main Menu

Quick Race: Choose a car and a track and go for it.

Championship: A series of races varied by course selection and class of racing vehicles.

Le Mans 24: The main event – the 24 hour race at Le Mans.

Multiplayer: Race against your friends!

Time Trial: Race against the best lap time on any of the open tracks.

Options: Modify your game settings according to the on-screen directions.

- Game: Configure your speedometer, views and vibration settings.
- Race: Set the lap duration, tire wear and fuel usage of each of the different race types.
- Controller: Change the controller configuration.
- Audio: Set up volume for background music, menu music and sound effects, as well as configure sound output.
- Language: Choose between various languages; the default is English.
- Progress: Check on your standings in each of the event types and see what vehicles you have unlocked.
- Records: See the top three lap times per course for both classes of vehicles.

Game Controls

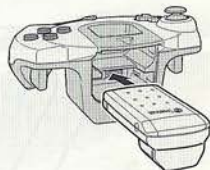
Controls

JUMP PACK

Make sure to insert your Sega Dreamcast Jump Pack into Expansion Socket 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out during game play or otherwise inhibit play.

Note: 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."

SEGA DREAMCAST JUMP PACK™



SEGA DREAMCAST CONTROLLER

Overhead View



Forward View

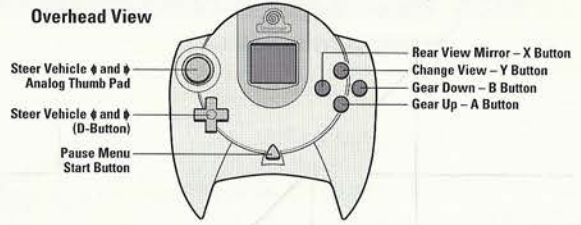


SEGA DREAMCAST CONTROLLER™

Note: 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.



Controller Configuration



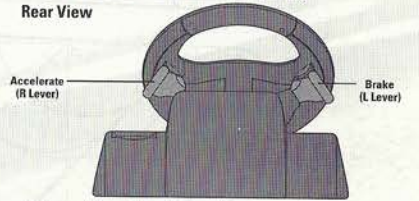
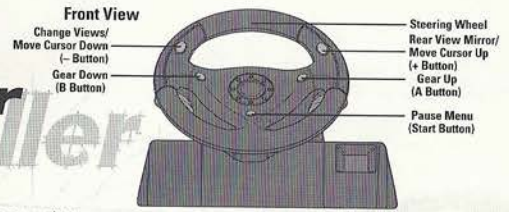
There are four pre-set Controller Configurations which can be selected from the Options Menu. The default Controller Configuration is described here.

The Analog Thumb Pad and the D-Button are used to steer the vehicle ◀ and ▶. The Right Trigger is the accelerator, while the Left Trigger is the brake. While using a manual transmission, the A Button advances a gear, and the B Button downshifts. You can change your view with the Y Button. There are four views to choose from. To look behind, press the X Button. While the X Button is pressed, you will get a reversed view of your vehicle. Once the X Button is released your view will revert back to normal.



Racing Controller

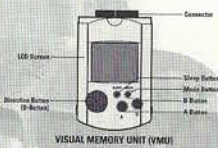
RACE CONTROLLER



Note: To return to the title screen at any point during game play, simultaneously press and hold the **A, B, +, -** and **START** Buttons. This will cause the Sega Dreamcast to soft-reset the software.

When using the Race Controller, never touch the steering wheel or left or right 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 making sure not to touch the Race Controller.



Visual Memory Unit™

To save your progress and configuration, a VMU must be inserted into Controller Port A - Slot 1. Your data is automatically saved only when you exit the Options Menu. During the Le Mans race, you can save your game via the Pit Stop Menu. 31 free blocks are needed to save the records, progress and options.

Note: While saving a VMU Specific Game File, never turn OFF the Sega Dreamcast™ power, remove the memory card or disconnect the controller or other peripheral equipment.

Game Modes

Le Mans Mode

This is it. The legendary 24 Heures du Mans®. To win in this race, you must complete more laps than anyone else in the 24-hour time period. All classes compete simultaneously so it could prove difficult to be the outright winner with an unmodified GT. Unlocking faster cars in the Championship Mode will certainly help!

Race Time: All Le Mans races last 24 hours in game time: you can select the real-life period of your choice. The 24 hours of game time will then be speeded up to fit into the time period you chose. Note that your rate of fuel consumption is also affected in proportion to the rate of time selected to represent the 24 hour race.

Race: Before a championship race starts, you are given the option to Qualify. You may decide to begin racing without qualifying, but this will result in you starting from the back of the grid. When Qualifying is over, or if you end your Qualifying session, the race begins with a rolling start. After a few seconds, you take control of your car.

Championship Mode

The Championship Mode consists of a Season of pre-determined races, starting with the Rookie GT race. Once completed, a championship opens up for you to challenge. You are awarded points for each race depending on your performance. To win the race, you must score

more Championship Points than your rivals. Winning the Championships opens new cars for you to use in all game modes.

- Choose one of the Championship series.
- Choose a vehicle with which to race.
- Choose a name under which to race and save games.
- Set up your car's features — transmission, driving aids and auto-braking.
- At this point you can either jump into the race, or you can first use the Workshop and further modify your vehicle by setting the amount of fuel you start with, modifying the downforce provided by the vehicle's aerodynamics, changing between manual or automatic transmission and choosing the sort of tires you start your race with.

Championship Points

Finishing positions and earned championship points are displayed at the end of each race. The championships will become progressively more difficult, requiring you to develop tire wear and fuel strategies, to deal with variable weather conditions and to race for longer periods against challenging opponents.

Strategy

Some of the driving options described below may not apply to all the available modes.

Workshop

> Fuel

Fuel = weight. The more you begin the race with, the heavier your car and the lower your top speed. Choose to take less fuel and you may run out and have to retire, though your car will go faster. Your current fuel level is shown on a gauge in your instrument cluster.



> **Downforce**

The Downforce has crucial effect on the performance of the car. Downforce affects speed and road holding. Set the Downforce too high and you will lose top speed but gain easier handling (the increased downforce will push the car down onto the track). Set it too low and the car will be harder to keep on track, though the top speed will be improved.

> **Gearbox**

You can choose the easier Automatic Transmission or opt for the simulation Manual gear box.

> **Tires**

Choose which tires are best adapted to the current weather conditions. Running with the wrong tires will make finishing the race almost impossible. During pit stops you may replace your tires as they will become dirty or worn and become less effective.

Soft tires give a better performance than Hard ones but their durability is greatly affected by track temperature and time of day.

Tire Status is indicated on the car icon displayed in the bottom left corner of the screen:

Green: Normal - Your tires have plenty of grip.

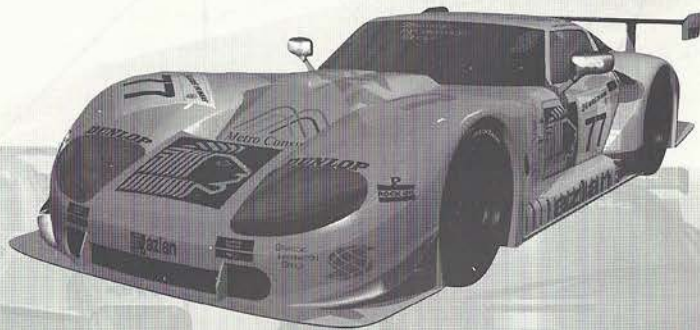
Orange: Tires Worn - Your car's cornering and acceleration will be affected by worn tires.

Red - Wear Level High - Your car will become difficult to control.

Flashing Red - Tire Wear Critical - Pit in immediately for new tires.

Pit Stop

You will need pit stops to refuel and change your tires. If you do not stop regularly, your car may run out of fuel or your tires will become too worn to continue racing. During a pit stop, you have access to the car Workshop screen. You may adjust your downforce settings, refuel and change tires. The more changes you make, the longer you will remain in the pits. You can also save your game during the pitstops in the Le Mans races. There is no maximum limit to the number of pit stops you make.



Credits

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developed by Infogrames Melbourne House:
TEST DRIVE LE MANS**

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Special Thanks to: everybody at the A.C.O., Jean-Philippe Agati, Frank Gazzo, Suzi Scott, Felix Cromey, Batm Anne Castinel, Eric Mottet, Olivier Marguerat, Michel Chopin, Pascal Coconnier, Thierry Noca, Jean-Michel Boueresche, Olivier LeGac, Emmanuel Collard, Mauro Baldi, Anthony Beltoise and Batti Pregliasco.

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Technical Support

Customer and Technical Support

Customer and Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames Entertainment S.A. web-site, at: <http://www.us.infogrames.com>, web-site, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents (Frequently Asked Questions), which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call Infogrames Entertainment S.A. Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your system; have your system information ready for our technicians. It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

Product Return Procedures In The United States & Canada

In the event our technicians at 425-951-7106 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames Entertainment S.A.
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)



Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames Entertainment S.A. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames Entertainment S.A. will replace the product storage medium for a nominal fee.

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This game is not suitable for the hearing impaired.

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