

XBOX



# sega GT2002™



SEGA®

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

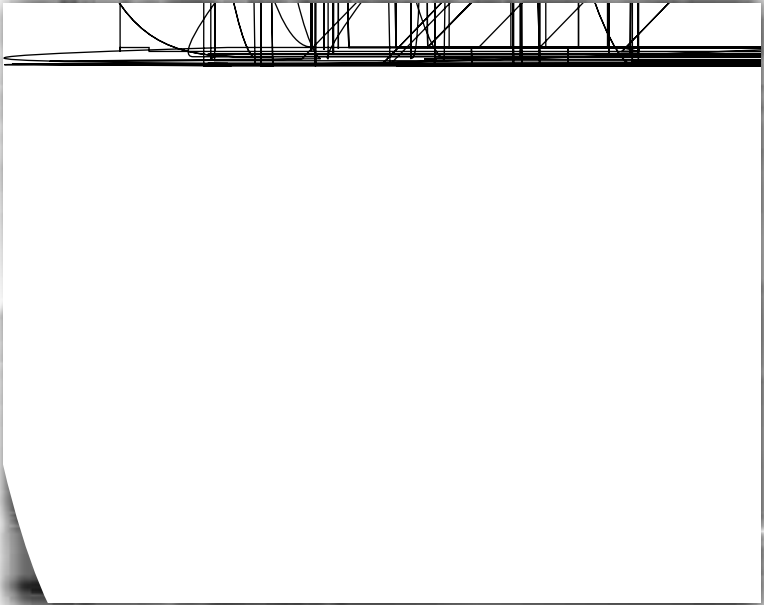
Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing sega GT 2002™. Please note that this software is designed only for use with Xbox™. Be sure to read this instruction manual thoroughly before you start playing.



## **WARNING**

The content of this software is purely fictional. Cars that are featured in the game may vary in terms of their actual performance/use compared to the respective product it represents.

Also, please do not imitate and practice what is done within the game on the public road.

The backup files of this game can be saved on the Xbox's internal hard disk unit. Never turn off the Xbox™ console while saving the file. Note also that this game does not support the memory unit (MU) (sold separately). Transfer your backup files of sega GT 2002 to a MU via the Xbox dashboard.

2002



# Using the Xbox Video Game System



# Using the Xbox Controller



# Controls

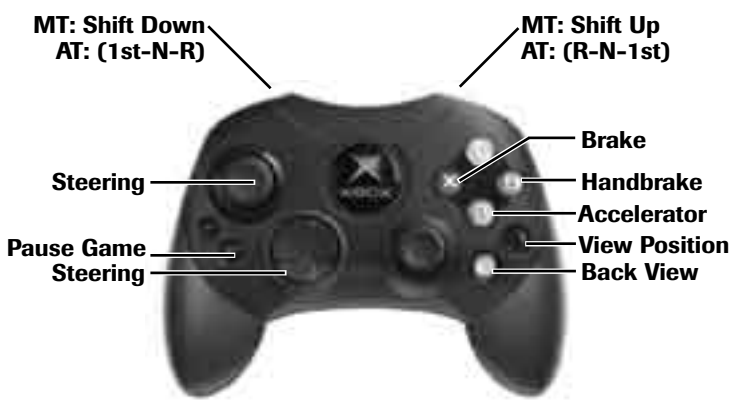
Sega GT 2002 is a 1 to 2 player game. Connect the Xbox Controllers to Controller port 1 and Controller port 2 of the Xbox console. When turning on the Xbox, please do not move the left and right thumbsticks or the left and right triggers as this may disrupt the calibration of the controller and cause malfunctions.

## MENU CONTROLS

<b>Move Cursor</b>	<b>left thumbstick/directional pad</b>
<b>Select</b>	<b>A button</b>
<b>Cancel/Return to Previous Screen</b>	<b>B button</b>
<b>Change Setting</b>	<b>left thumbstick/directional pad ↔ (Left/Right)</b>

## RACE CONTROLS

\*All button assignments shown are default control configuration.



# Getting Started

Select "NEW GAME" to begin a new game. Select "LOAD GAME" to load a previously saved Sega GT 2002 saved game. If there is only one Sega GT 2002 save game present on the Xbox hard disk, the save game will be loaded automatically.



## SAVE / LOAD

Select "LOAD GAME" during the Title Screen or "SAVE/LOAD" from the Mode Selection menu (P.7) or main menu of Sega GT 2002 mode (P.9) to either save or load your game.

When the Save/Load menu is displayed, use **↑↓** to select either "SAVE," "LOAD," or "NEW GAME" (see below for details).

To return to the previous screen, either select "EXIT" or press the **B** button.



**SAVE**

Save the current game.

**LOAD**

Load the game file that you saved.

**NEW GAME**

Create a new game file.

An appropriate screen will be displayed by entering the menu items on the Save/Load menu or entering "LOAD GAME" during the Title Screen.



**LOAD**



**SAVE**

Use **←→** to highlight either "SAVE" / "LOAD" or "DELETE" (to erase a file) and press the **A** button to select. Then use **←→** to highlight the file slot and press **A** button to select.

To return to the previous selection or screen, either select "EXIT" or press the **B** button.

## Getting Started

### OPTION

Adjust various game settings. Use **↑** **↓** to select a menu item (below), and **←** **→** to change the setting. Select "DEFAULT" to reset the game settings. To return to the Mode Selection menu, either select "EXIT" or press the **B** button.



#### VIEW POSITION

Set the viewpoint of the camera during the race (DRIVER/REAR 1/REAR 2).

#### BMG VOLUME

Set the volume level for background music.

#### SE VOLUME

Set the volume level for sound effects.

#### CONTROLLER

Press the **A** button to display the Controller Option Screen. Use **←** **→** to change the Type of control settings and press the **A** button to select. Then use **←** **→** to toggle the Vibration setting and press the **A** button to select.



#### CALIBRATION

Press the **A** button to display the Calibration Screen to adjust the analog controls.

First, press the **A** button without touching the analog key, then use the thumbsticks.



#### TCS

Adjust the Traction Control System (ON/OFF).

#### SCS

Adjust the Spin Control System (ON/OFF).

#### CAR PROFILE

Toggles the Car Profile during the replay (ON/OFF).

#### HEADPHONE

Toggles the headphone setting (ON/OFF).



## MODE SELECTION

Press the START button during the Title Screen to access the Mode Selection menu. Use **↑** **↓** on the directional pad / left thumbstick to select the menu item (see below), and press the **A** button to select.



### SEGA GT 2002 (P.9)

Manage a racing career from a private garage. Enter OFFICIAL RACE and EVENT RACE to earn prize money, new cars, and new machine parts. Aim to be the champion of the "World Tournament."

### QUICK BATTLE (P.19)

Enter the race with a car and course of your choice for pleasure. Enter cars saved from Sega GT 2002 mode by loading the game data.

### CHRONICLE MODE (P.20)

Select a classic car from the 70's~early 80's and qualify to advance to the next stage featuring a competition with newer cars.

### TIME ATTACK (P.22)

Enter the race with a car and course of your choice and seek for the best lap time. Record your Ghost Car in this mode.

### REPLAY STUDIO (P.23)

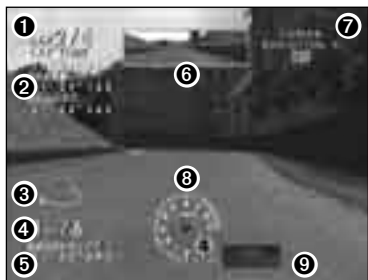
Watch the replays you saved from a variety of angles, or even edit the replays by using special effects.

### SAVE/LOAD (P.5)

Save or load game files. Also load or delete replays.

Change various settings of the game.

# Race Display



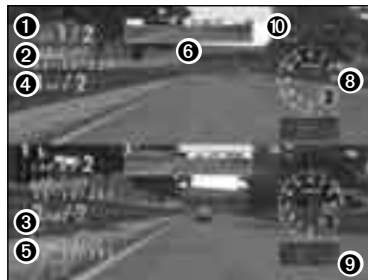
**NORMAL CAR**



**LIGHT TUNED CAR**



**SEGA GT 2002 MODE**



**DUAL RACE**

- ❶ Current Lap / Total Laps
- ❷ Top: Current Lap Time  
Mid: Fastest Lap Time  
Bot: Record Lap Time
- ❸ Course Map
- ❹ Current Position / Total Cars
- ❺ Total Time of Current Race
- ❻ Rearview Mirror
- ❼ Car Name and Car Number

- ❽ Tachometer
- ❾ Speedometer
- ❿ \*Displayed only for Light tuned cars  
Left: Boostometer  
Mid: Water Temperature Gauge  
Right: Oil Temperature Gauge
- ⓫ \*Displayed only for sega GT 2002 mode.  
Damage Gauge



# Sega GT 2002 Mode

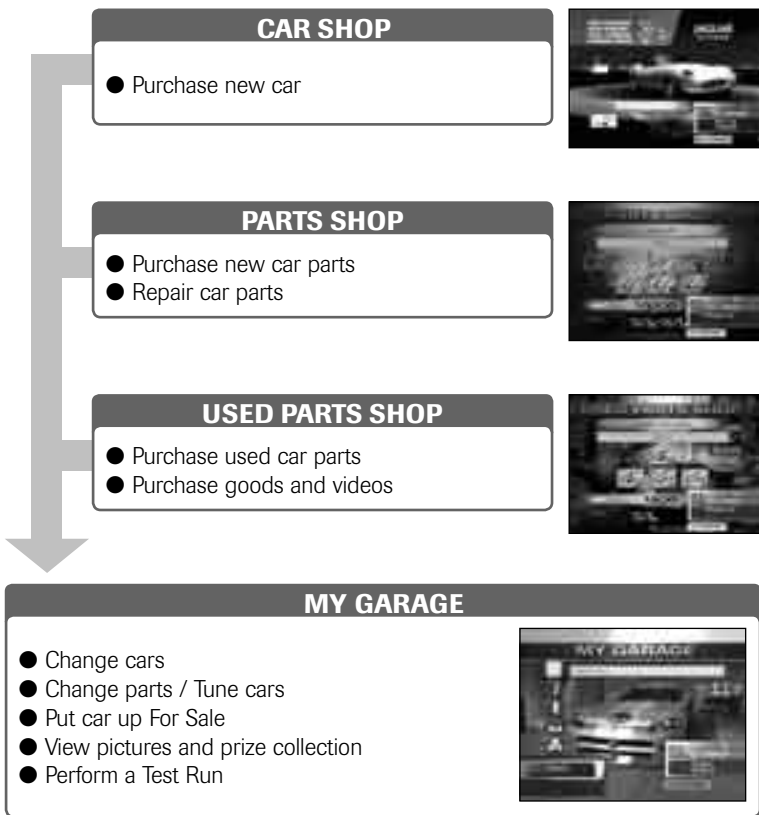


## Sega GT 2002 Mode

### GAME FLOW

The following is the basic flow of Sega GT 2002 mode.

This mode basically has 2 major parts: racing (Official Race and Event Race) and car management (Car Shop, Parts Shop, Used Parts Shop, and My Garage).



**When you finish with car management, enter the OFFICIAL RACE or EVENT RACE!**

## OFFICIAL RACE

- Win prize money and prizes
- Earn a license (stage requirement)

### STAGE

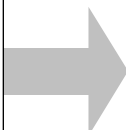
**RACE 1**

**RACE 2**

**RACE 3**

Finish in the top 3 for all the races in a stage.

\* There is total of 3 ~ 5 races in each Stage.



### LICENSE TEST

Pass the license test to advance to the next stage.

\* No test for the second season.

## EVENT RACE

- Win prize money and prizes

Event Race can be entered at any point of the game. Some races require a particular type of car to enter. See P.14 for the list of races.



**When you finish the race, the replay (P.23) of the race will follow.**



## Sega GT 2002 Mode

### OFFICIAL RACE

Place in the top 3 of each of the Official Races of a stage to earn a license (only in first season). Prize money for each race will vary according to the race result, while there is a special prize for finishing the race among the top 3.

### STAGE RACE

When the Official Race menu is displayed, use ←→ ↑↓ to highlight a race, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



Use ↑↓ to select the transmission of the car ("AT": Automatic; "MT": Manual).



When the race is finished, the Prize Screen will be displayed. Finish the race among the top 3 to also receive a special prize with the prize money. The car's damage (based on Damage Gauge) is automatically restored with the prize money of the race.



**Special Prize**



**Prize Money**

**When you finish the race, the replay (P.23) of the race will follow.**

## LICENSE TEST

Place in the top 3 of each of the races of a stage to earn the License Test. Use **↑↓** to highlight the LICENSE TEST on the Official Race menu, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



Use **↑↓** to select the transmission of the car ("AT": Automatic; "MT": Manual).



Instructions of the License Test will be displayed. Highlight "START" and press the **A** button to enter. Note that each test is performed with a predetermined car.



The License Test tests not only your time, but also your driving techniques. By driving recklessly, the gauge on the right side of the screen will decrease during the race. When this gauge drops to "0", you fail the test.

Once you pass the License Test of the stage, you can enter the Official Race for the next stage. After earning the SS License in the first season, there is no License Test to advance to the next stage in the second season.



| | |||X |V/ | // / / / //





### CAR SHOP

Purchase a new car with the prize money earned from your races. Cars that you purchase will be stored in the garage. There are cars that can not be purchased at the Car Shop but can only be earned as a prize.

Use **↑ ↓ ← →** to highlight a car maker, and press the **A** button to select. Select "SELL" to sell the cars you have in the garage. To return to the main menu, either select "EXIT" or press the **B** button.



Use **← →** to change a car model, and **↑ ↓** to change the color of the car. Press the **Y** button to change the view of the car. To purchase a car currently selected (displayed on screen), press the **A** button.



When you select "SELL" to sell a car you own, use **↑ ↓** to highlight the car, and press the **A** button to sell the car by the price listed on the screen.



### PARTS SHOP

Purchase new car parts, or restore your suspension and engine. Also upgrade your car parts for a better performance at the Parts Shop.

Use **← →** to highlight the type of parts, and press the **A** button to select. Then use **← →** to change the particular item and press the **A** button to purchase. To return to the main menu, either select "EXIT" or press the **B** button.



Select "Overhaul" to restore the parts. Also, the car parts can be installed from MY GARAGE (P.16).



## Sega GT 2002 Mode

### USED PARTS SHOP

Purchase used car parts or a video. There are rare parts that can only be purchased through the Used Parts Shop.

Use **←→** to highlight the type of parts, and press the **A** button to select. Then use **←→** to change the particular item and press the **A** button to purchase. To return to the main menu, either select "EXIT" or press the **B** button.



### VIDEO

There are 2 types of video; "REPLAY VIDEO" and "GHOST CAR." Both can be purchased at the Used Parts Shop.



#### REPLAY VIDEO

Viewed like the normal replay (P.19) of your race. The video will include footage of rare cars that are hard to get.

#### GHOST CAR

Used like your Ghost Car from Time Attack mode (P.22). A valuable video with the Ghost Car of a pro's driving.

### MY GARAGE

Enter your very own garage where your cars and race prizes are stored. The garage is also subject to expand as you progress in this mode.

When the My Garage menu is displayed, use **↑↓** to highlight a menu item, and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



## GARAGE MENU

### CHANGE

You can change the car you are currently using. Use **↑** **↓** to change the car and press the **A** button to select.



### PARTS

Install the car parts you purchased or earned as a prize or tune the parts. Use **↑** **↓** to highlight either "CHANGE" or "TUNE" and press the **A** button to select.



When you select "CHANGE" a menu with 3 items (Suspension, Tire, Gear Kit) will be displayed. Use **↑** **↓** to highlight the part and press the **A** button to select. Then use **↑** **↓** to change the part and press the **A** button to select. When you are finished, select "EXIT."



When you select "TUNE" a menu with 3 items (Suspension, Camber Angle, Boost Pressure) will be displayed. Use **↑** **↓** to highlight the item and press the **A** button to select. Then use **↑** **↓** to select the gauge and **←** **→** to adjust each gauge. When you are finished, select "EXIT." Select "UNDO" to cancel the changes.

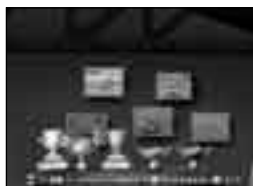




## Sega GT 2002 Mode

### PRIZE

View the trophies and photos of your past races. Use **↑↓** to change the car and press the **A** button to select.



### GARAGE SALE

Put a price on your car, and display it in front of the garage to sale. Use **↑↓** to highlight a car and press the **A** button to select. Then use **↑↓←→** to set the price for the car and press the **A** button to confirm.



### TEST RUN

Take a test drive on the test course behind your garage. Test the condition after the tuning and installation of new car parts.

To quit the Test Run, press the START button to display the Pause Menu (see below) and select "EXIT." When you finish the Test Run, the replay (P.23) of the test drive will follow.

### PAUSE MENU

During a race, press the START button to display the Pause Menu. Use **↑↓** to highlight a menu item and press the **A** button to select. Press the **Y** button to change the BGM or adjust the various settings of the sounds during the race.



**CANCEL**

Continue the race.

**RETRY**

Restart the current race.

**EXIT**

Return to the race menu.

# Quick Battle Mode

Enter a race with the car and course of your choice. Use **↑↓** to highlight "SINGLE RACE," "DUAL RACE," or "CPU RACE" and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



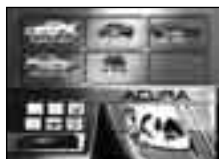
## CAR SELECTION



**SINGLE RACE**



**DUAL RACE**



**CPU RACE**

Use **↑↓←→** to highlight a car maker, and press the **A** button to select. Select "GARAGE" to load the car from Sega GT 2002 mode.

Use **←→** to change a car model, and **↑↓** to change the color of the car and press the **A** button to select. Use **↑↓** to select the transmission ("AT": Automatic; "MT": Manual) and tuning of the car ("NORMAL" or "LIGHT TUNE").

## COURSE SELECTION



Then use **←→** to highlight the course, and press the **A** button to select.

In Single Race, use **↑↓** to change the difficulty and the number of laps for the race. Press the **A** button to select. In Dual Race and CPU Race, use **↑↓** to change the number of laps for the race and press the **A** button to select. In CPU Race, use **↑↓** to select the number of cars and press the **A** button to confirm.

When you finish the race, the replay (P.23) of the race will follow.



# Chronicle Mode

## Chronicle Mode

### BINGO SCREEN

A bingo like table will be displayed when a stage is cleared. Each cell of the table represents the stage of the classic car you can choose in Chronicle mode. Earn a medal (see below) for each stage you clear. Use ←→ to view the entire table.

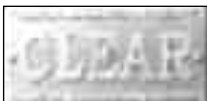
The table with the medals you earned can be saved through the SAVE/LOAD menu (P.5).



### MEDALS



**1st Place  
(Gold Medal)**



**2nd Place  
(Silver Medal)**



**3rd Place  
(Bronze Medal)**

By filling an entire column or entire row with medals, you are awarded with a new car for Quick Battle mode. The cars you are awarded will appear in the bottom row and the right column of the table.

### PAUSE MENU

During a race, press the START button to display the Pause Menu. Use ↑↓ to highlight a menu item and press the **A** button to select.



**CANCEL**

Continue the race.

**RETRY**

Restart the current race.

**EXIT**

Return to the race menu.









After a race, the replay of the race will follow (\*except for Time Attack). View your race from various camera positions.

Use the button assignments shown in the bottom of the Replay Screen to change the view of the race from various positions.



Place among the top 3 in a race in Sega GT 2002 mode and you can take 6 photographs of the race during the replay. Select one out of the 6 photos that will be displayed in My Garage after the replay.



Press the **Y** button to take a snapshot of what is being displayed on the Replay Screen. The previous shot will be displayed on the top right corner.

When the replay is finished, select "SAVE REPLAY" from the Pause Menu (see below) to display the Replay Screen. Use **←→** to highlight either "SAVE" or "DELETE" (to delete a file) and press the **A** button to select. Then use **←→** to change the file space and press the **A** button to select. Select an existing file to overwrite a file.



## PAUSE MENU

While viewing the replay, press the START button to display the menu items shown below.

Use **↑↓** to highlight a menu item, and press the **A** button to select.

**CANCEL**

Continue the replay.

**SAVE REPLAY**

Save the replay.

**EXIT**

Return to the menu of the mode.



## Getting Started

# REPLAY STUDIO

Play and edit the replays of Quick Battle, Sega GT 2002, and Chronicle mode saved on the Xbox hard disk.

Use **↑↓** to highlight either "PLAY" or "EDIT" and press the **A** button to select.



Replay Screen will be displayed. Use **↑↓** to highlight either "LOAD" or "DELETE" (to delete a file) and press the **A** button to select. Then use **←→** to change the file space and press the **A** button to select. To return to the main menu, either select "EXIT" or press the **B** button.



Record a replay and edit it by using the special effects filters.



On the Replay Studio Screen for EDIT, first use **↑↓** to highlight the type of filter for the special effect and use **←→** to toggle the effect. ("FILTER ON"/"FILTER OFF").

To change the effect during the replay, select "FILTER OFF" and then highlight another filter. Press the **Y** button to pause during the Replay Studio.

To save the edited replay select "EXIT", highlight "YES" during the Save Confirmation Screen, and press the **A** button to save the replay.





# Credit





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See the in-game credits for the complete list of the original development staff of sega GT 2002.

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## Product Support Service

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Or call

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