SEGA AGES

Virtua Racing

VR

Virtua Racing™

Virtua Racing

↗ **Controls**

↗ **Single Play**

↗ **Online Match**   ↗ **Offline Match**

WM-01

Basic Controls

■ Joy-Con™ Grip
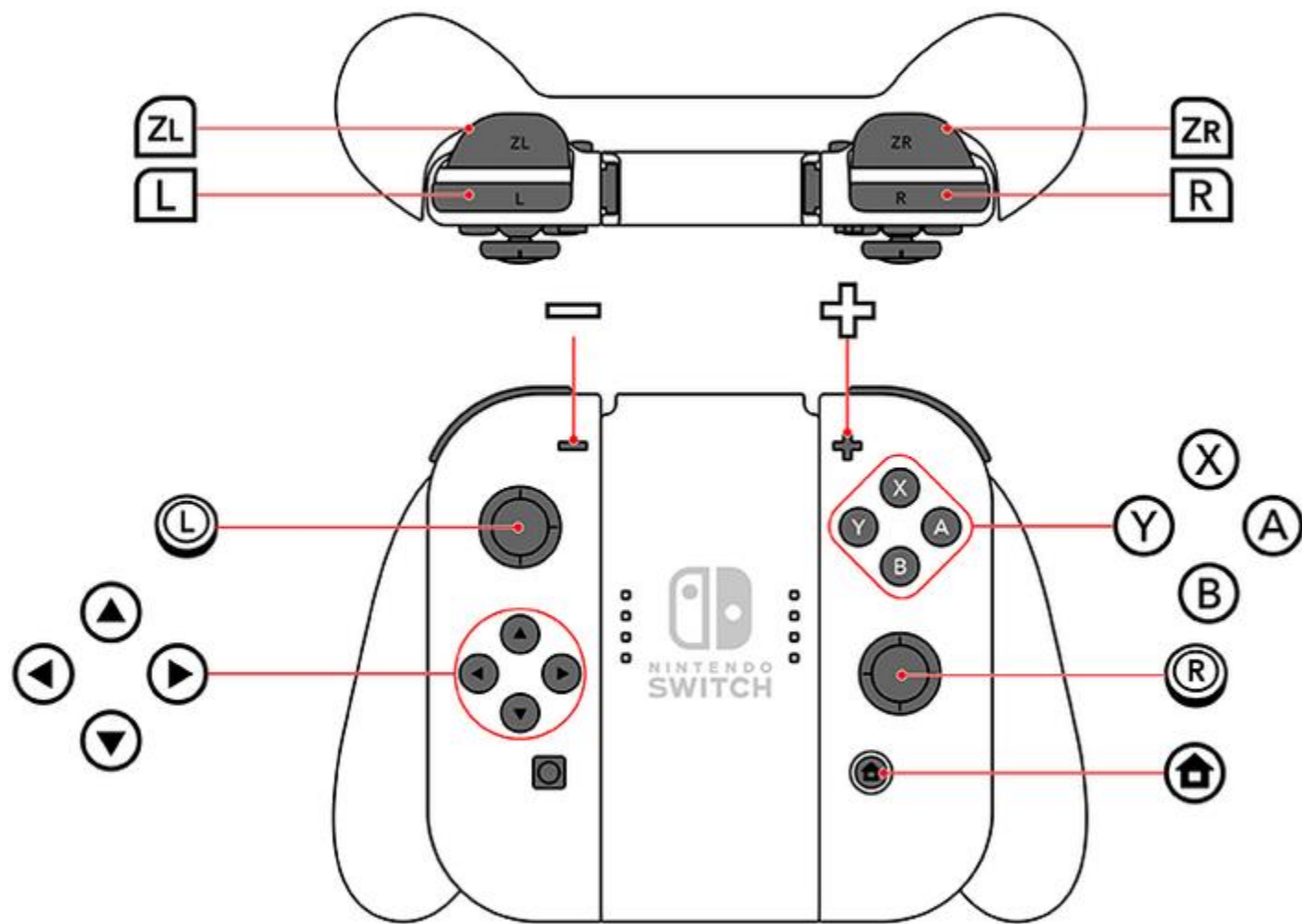
With the exception of analog controls, directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓛ) commands are identical.

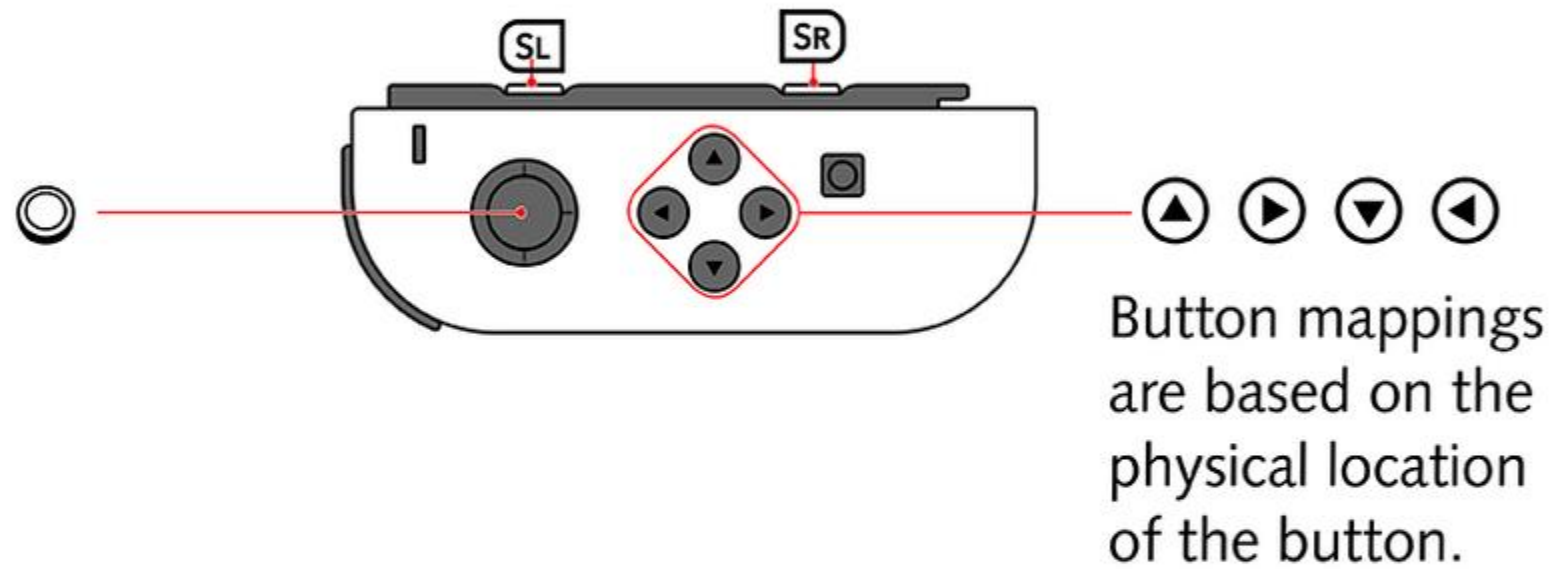✱ The Nintendo Switch Pro controller uses the same commands.

■ Button Assignments (Default Setting)

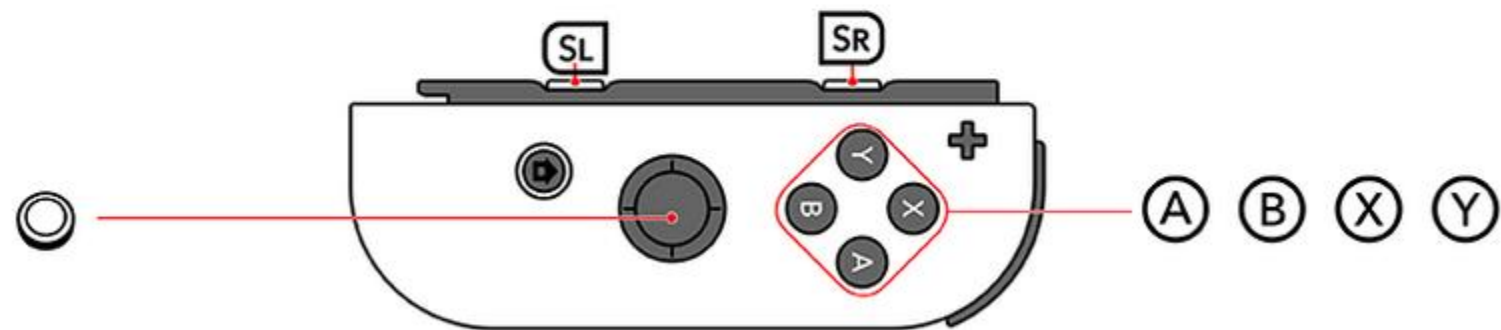|	
◀ / ▶	Steer
Ⓐ	Gas Pedal
Ⓑ	Brake
Ⓧ	V.R. Button / Start
Ⓨ	Gas Pedal
L / ZL	Shift Down
R / ZR	Shift Up

✱ The action button assignments can be changed via the SETTING MENU.

✱ Only **Start** and **V.R. modes** can be assigned to Ⓧ. **Start** cannot be assigned to other buttons.

Basic Controls

■ Joy-Con™ (L) Solo Horizontal Grip

```
SL        SR

●  ⬆  ◀▶  ⬇  ☐        ⬆ ▶ ⬇ ◀
```

Button mappings are based on the physical location of the button.

■ Joy-Con™ (R) Solo Horizontal Grip

```
SL        SR

●    ▣  ●  Y X  ＋        Ⓐ Ⓑ Ⓧ Ⓨ
              B A
```

Offline Match can only be played with the Joy-Con™ controllers held horizontally. Up to 8 players can join. Each player will need their own controller.

■ Button Assignments (Default Setting)

●	Steer
⦿	Gas Pedal
⦾	Brake
⦿	V.R. Button / Start
⦿	Gas Pedal
SL	Shift Down
SR	Shift Up

START MENU

Start the game to display the START MENU. Use ⊙ / ⊙ to select an option and press Ⓐ to confirm.

↗ Single Play

A race mode for a single player. Press ◀ / ▶ to set the *Helper* function *On* / *Off*.

✱ When *Helper* is set to *On*, you will not be able to collide with other race cars.

↗ Online Match

An online race mode for two players.

↗ Offline Match

An offline split screen race for up to 8 players. Each player will need their own controller.

■ Ranking

See the most recent Ranking for each category. Press Ⓐ to download the latest Ranking.

Ⓛ / Ⓡ	Switch between categories of ranking.
Ⓧ	Switch between *Top Rank* and *My Rank*.
⊙ / ⊙	Switch between scores.
Ⓐ	See information on selected scores (Top 50 only).

↗ **PRECAUTIONS WHEN GOING ONLINE**

START MENU

■ Play Replay

Press ◄ / ► to select a replay slot. Replay controls are as follows:

Ⓛ / Ⓡ	Change speed of playback.
◄ / ►	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press ► to skip).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
Ⓧ	Display / Hide command menu.
ZR	Toggle game screen / Live Camera.
ZL	Toggle V.R. mode (game screen view only).
▲ / ▼	Switch player (game screen view only)

Press Ⓨ to lock and unlock the selected replay data. Hold Ⓛ and Ⓡ to delete a replay that isn't locked.

❋ Deleted data cannot be recovered. Please use with caution.

■ Live Camera

Display live camera footage from various vantage points around the course, together with aerial footage.

Live Camera is available for all modes except *Offline Match* with 8 players.

Play-by-play (courtesy of Mr. Virt McPolygon) is available for all modes but *Single Play* in *Normal Race*.

■ Manual

Open and view the online manual (this one).

■ Staff Credit

See the staff responsible for bringing you the SEGA AGES version of *Virtua Racing!*

SETTING MENU

Press Ⓧ at the START MENU or PAUSE MENU to open the SETTING MENU.

Press Ⓛ / Ⓡ to switch between categories of settings. When settings are complete, press Ⓑ to return to the previous screen.

■ Game Settings

Race Mode	Set to *Normal Race / Grand Prix*. *Normal Race* is 5 laps in *Single Play*, and 4 laps in all other modes. *Grand Prix* is 20 laps for all modes.
Difficulty	Set the game difficulty from *Easiest* to *Hardest*.
Car Color	Choose a color for your car (*Grand Prix* only).
Language	Set in-game language to *English / Japanese*.

■ Command Settings

Controls 1	Select *Controls 1* and press Ⓐ. Then use Ⓤ / Ⓓ to select a controller button and Ⓛ / Ⓡ to assign a command.
Motion Sensor	Set the Motion Sensor setting *On / Off*.
Analog Accelerator	Analog Gas Pedal and Brake is available for either or both Sticks, or can be switched off.
Steering Mode	Select the steering effect to *Normal / Arcade*. *Arcade* has a softer feel.

＊ For *Offline Match*, button assignments are set to default for all players and cannot be changed. Other settings are applied to all players, and cannot be set individually.

SETTING MENU

■ Sound Settings

BGM Volume	Set the volume of BGM.
Sound Effect Volume	Set the volume of sound effects.
Music Player	Listen to in-game music tracks.

PAUSE MENU

Press ✛ / ▭ during gameplay to display the PAUSE MENU.

■ Course Record

For each mode, view course records, fastest lap time and fastest time between 2 checkpoints. Press Ⓐ to toggle records with *Helper On / Off*.

■ Ranking

View the current ↗ RANKING.

✱ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold Ⓐ to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold Ⓐ to end the game and return to the START MENU.

Game Controls

■ Gas Pedal / Brake

Press Ⓐ / Ⓨ / ⏶ to accelerate, and Ⓑ / ⏷ to hit the brakes. You can also press Ⓛ / Ⓡ up and down for more accurate speed control with Analog Accelerator.

■ Steering

Press ◀ / ▶ to steer, or use Ⓛ for more accurate control with Arcade Steering. When Motion Sensor is set to *On* in the Command Settings, you can steer by tilting the console/controller left and right.

Calibrating the Motion Sensor

The Motion Sensor is automatically calibrated when you start the game. Hold the console or controller in a neutral position.

Push Ⓛ / Ⓡ or pause the game to manually re-calibrate during gameplay. The console/controller position will be registered as neutral.

■ Change Gear (Manual Gear only)

Press Ⓡ / ZR to shift up, and Ⓛ / ZL to shift down. Shift timing is key to shaving valuable 100ths of seconds off your lap time.

■ V.R. Button

Press Ⓧ to switch between 4 different viewpoints. From Command Settings you can also assign a specific view to a button of your choice.

Cockpit

Follow (Default)

Fly

Float
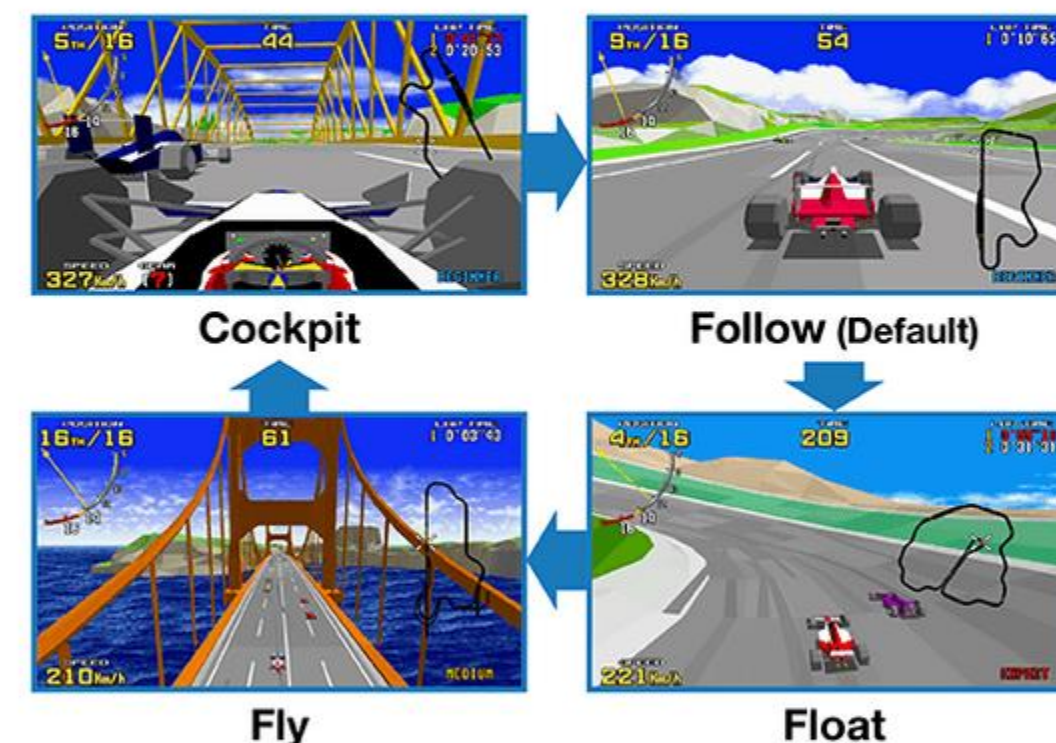
■ Open Pause Menu

Press ✚ / ⚊ to open the ⬈ **PAUSE MENU**.

Gameplay

■ Select Course

There are three courses to choose from at varying difficulty levels, but each brings their own unique challenges.

At the title/demo screen, press ⊗ to display the course select screen. Press ◄ / ► to select a course, and Ⓐ / Ⓨ to begin.

Hold ⊗ during selection to enable 7 speed manual shift for maximum racing control! If you can't handle manual shift (yet), the more beginner friendly *Automatic* is selected by default.

Race Modes

This game features two main race modes:

Normal Race . . . . . . 5 laps
Grand Prix . . . . 20 laps

■ Begin Race

The race begins on the starting grid, with the exception of *Beginner* which begins in the pit. Race against 15 other computer controlled race cars.

■ Checkpoints

Pass a checkpoint before the remaining time reaches 0 for a time extension.

Gameplay

■ Pit Stop

Stop by the pit for a swift tire change. Drifting, sudden braking and riding off course during *Grand Prix* wears down the tires making it harder to take turns at speed. A well timed pit stop can put you back at the top of your game, and give your rivals a run for their money!

In the *Expert* course you can also see body damage after crashing. The pit crew will replace these parts too.

The *Medium* course does not have a pit stop, which means no tire changes. Look forward to a grueling 20 laps!

In *Normal Race* there is no tire wear, but if you want your tires changed anyway just for the thrill of it, then that is your choice—we do not judge you! We'll even throw on some bonus time to keep you in the game!

■ Game Over

The game ends after you complete the predetermined number of laps, or your remaining time reaches 0.

■ Name Entry

Score in the higher ranks and you can register your name (up to three letters) on the scoreboard! Press ◀ / ▶ to select a letter, and press Ⓐ / Ⓨ to enter.

Game Screen

Current Position / Total Racers

Tachometer

Remaining Time

Current Gear
Only displayed with manual shift selected.

Speedometer

Lap Time
Best lap time is highlighted.

Course Map
The map revolves around you, and shows a simplified course layout and positions of other racers.

Current Course

Online Match

■ Random Online Match

Play against a randomly chosen opponent from anywhere in the world. Select *Random Online Match* and it will attempt to pair you with an opponent playing with the same Race Mode setting. If successful, the game will begin automatically. Either player will be randomly selected as 1P, and the *Language* and *Helper* settings of that player will be applied to both.

＊ Players with different Race Mode settings will not be matched.

Opponent's Connection Status

The connection status icon is displayed before and during the match. The number of bars range from 0 to 5. A higher number means smoother game play.

■ Create a Room / Join a Room

Play against a friend in a passworded room. One player takes the creates a room, and the other joins. The settings on the 1P side apply to both players.

● Create a Room

Select *Create a Room*, and enter a 4-digit password.

Tell your friend the password and wait for them to join you.

● Join a Room

Select *Join a Room* to display a list of current rooms. Choose your opponent from the list and enter the password they gave you.

If connection is successful the game will begin. Please see �🗗 **HERE** for differences between *Online Match* and *Single Play*.

Online Match

■ Race Again / End Match

When the match is over, you are returned to the demo screen. It is possible to play the same opponent by pressing ⊗.

To end a game in progress, either player can press ⊹ / ⊖ to open the Online Match menu, then select *Return to Start Menu*.

■ Connecting to the Internet

Online Match requires the following:

• Wireless Internet connection

• A Nintendo Account

• **Membership of Nintendo Switch Online (paid service)**

For details, see the following site: support.nintendo.com

■ Precautions When Going Online

No guarantees are made about the quality of your network connection. Delays, dropped data and disconnection may occur depending on your and your opponent's network environment.

SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality. This service will be available for a set period of time, and may be terminated at any time without notice.

During online play, the user name registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.

Offline Match

■ Controllers

Offline Match can only be played with the Joy-Con™ controllers held horizontally. You will need to register a controller for each player.

✳ The controller registration screen will display automatically when you detach the Joy-Con™ controllers.

✳ Four controllers are shown onscreen, but a maximum of 8 can be registered.

■ Controller Settings

Button assignments during Offline Match are set to default for all players. Customized button assignments cannot be used in this mode. Other controller settings are applied to all players, and individual settings cannot be made.

■ Select Number of Players

Highlight *Offline Match* at the Start Menu and press ◀ / ▶ to select the number of players from 2-8. An illustration of how the game screens will be split is shown for reference.

For 2-3 players, press Ⓨ (•°•) to rearrange the game screen positions.
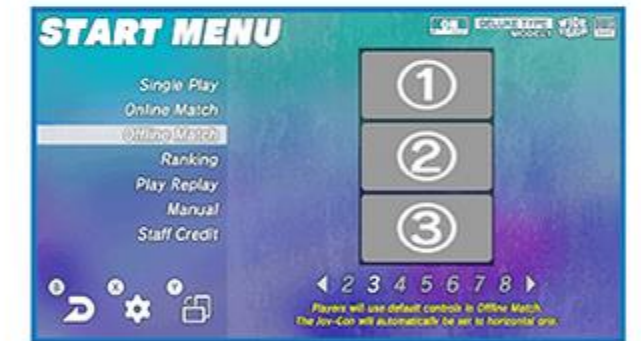
Changes for Multiplayer Modes

■ Normal Race Laps

In all multiplayer modes, the number of *Normal Race* laps is 4.

■ Select Course

Each player chooses a course, and the course with the most votes wins. If two courses tie, the course with the lower difficulty will be selected.

■ Pit Stops

In *Normal Race*, the pit lane is treated as regular roadway with no tire changes. Sorry! There is also no crash damage.

■ Checkpoints and Game Over

Time is extended when the lead racer reaches a checkpoint.

When the lead racer finishes the final lap or time runs out, the game will end, and current positions will be final.

■ Multiplayer Game Screen

←Online Match

↓Offline Match (2p)

Offline Match is played in split screen mode.

①　**Current Lap**
②　**Elapsed Time**
③　**Current Position / Total Racers**
④　**Opponent's game screen** (Online Match only)
⑤　**Player Names** (Online Match only)
　　Opponent's connection status is also shown.

＊ Screens show *Normal Race*. *Grand Prix* game screens differ slightly.

Replay and Ranking

■ Saving Replay Data

Replay data will be saved at the following times:

- *Single Play / Offline Match*: At course clear or time out.
- *Online Match*: You will be prompted to save upon disconnection. Once matching is successful, everything will be recorded up until disconnect.

Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

■ Ranking

When you finish any course with a new best time, your score and replay will be registered to the Ranking. There are separate Ranking categories for each course and Race Mode.

✳ Only times in *Single Play* with *Helper* set to *Off* are registered to the Ranking.

✳ If network connection issues prevent you from registering your score, it cannot be registered at a later time.