



Dreamcast™

Midway Games Limited • Macmillan House • 96 Kensington High Street • London W8 4SG United Kingdom
www.midway.com

HYDRO THUNDER™ & © 1999 Midway Home Entertainment Inc. All rights reserved.
MIDWAY is a trademark of Midway Games Inc. Used by permission. Converted by Eurocom Developments Ltd.

Copying or transmission of this game is strictly prohibited. Unauthorised rental or public performance of this game is a violation of applicable laws.

Jegliche Vervielfältigung oder Übertragung dieses Spiels ist streng verboten. Unauthorisierter Verleih oder öffentliche Vorführung dieses Spiels stellen einen Verstoß gegen geltendes Recht dar.

Copier ou diffuser ce jeu est strictement interdit. Toute location ou représentation publique de ce jeu constitue une violation de la loi.

La copia o transmisión de este juego está terminantemente prohibida. El alquiler o utilización pública de este juego es delito y está penado por la ley.

La duplicazione o la trasmissione di questo gioco sono severamente proibite. Il noleggio non autorizzato o dimostrazioni in pubblico di questo gioco costituiscono una violazione alle leggi vigenti.

Kopiering eller överföring av detta spel är strängt förbjudet. Otillåten uthyrning eller offentlig visning av detta spel innebär lagbrott.

Het kopiëren of anderszins overbrengen van dit spel is ten strengste verboden. Het onrechtmatig verhuren of openbaar vertonen van dit spel is bij wet verboden.

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,839 and Japanese Patent 2870538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341 & 80244; Publication 0671730 & 0553545; Application 98938918.4 & 98919599.5



WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the 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 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 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 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 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, 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.

TABLE OF CONTENTS

Starting Up	3 - 4
Default Game Controls	5
Game Menus	6
Options Menus	7 - 8
Playing The Game	9 - 10
One Player Racing	11
Two Player Racing	12
Hydro Strategies	13
The H.T.R.A.	14
Easy Tracks	15
Medium Tracks	16
Hard Tracks	17
Bonus Tracks	18
Easy Boats	19
Medium Boats	20
Hard Boats	21
Bonus Boats	22
Hydro Hints	23
Credits	24 - 25
Warranty	78

STARTING UP

Before you begin to play Hydro Thunder, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

- Be sure the Power is off on your Sega Dreamcast system.
- Plug in your Sega Dreamcast Controller.
 - *One controller is included with the Sega dreamcast at the time of purchase. Additional controllers are sold separately. For more information on the Sega Dreamcast Controller, see the next page.
- Insert your Hydro Thunder Sega Dreamcast Specific Disc.
- Press the Power Button to activate the Sega Dreamcast.
- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT



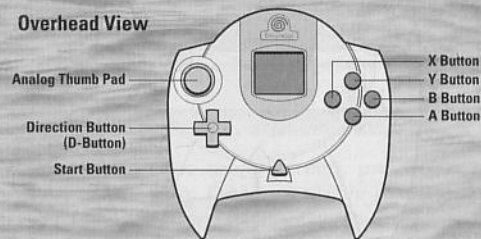
STARTING UP

Hydro Thunder is a 1 or 2 Player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. 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 and display the title screen.

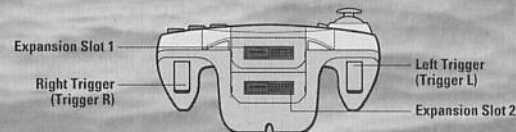
Please familiarize yourself with the various controls and buttons for your Sega Dreamcast Controller, as they will be referenced throughout this instruction manual.

SEGA DREAMCAST CONTROLLER

Overhead View

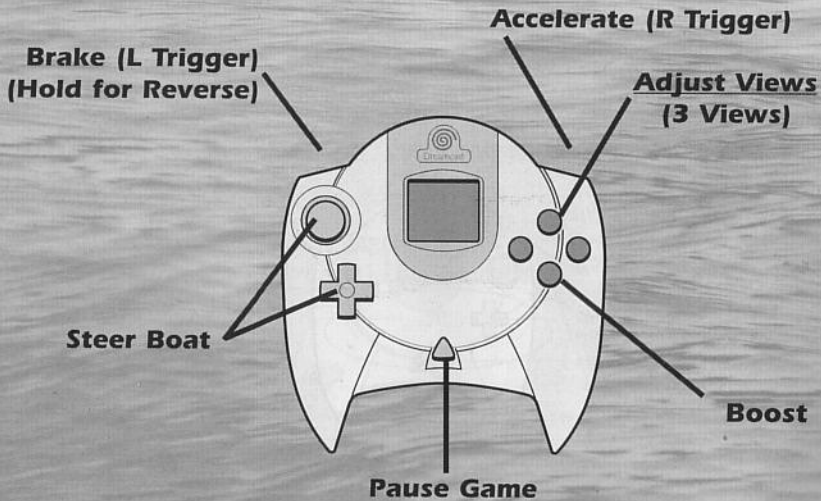


Forward View



DEFAULT GAME CONTROLS

The following is the default controller configuration for Hydro Thunder. Hydro Thunder will only support the Sega Dreamcast Controller. For information on changing the controller configuration, see Page 7.



GAME MENUS

Using the Start-Up or Main Menu screen, select from a 1 or 2 Player game, adjust the game's sound and music, change your controller configuration, adjust the vibration level for your Vibration Pack (sold separately) if you are using one, save games to your VM (memory card) and view the game's high scores.



To highlight a selection on the menu screen, press the Directional Buttons or Analog Thumb Pad to the icon. Once you have made your selection, press the A Button to access your selection. At any time during a menu or options screen, you can press the B Button to go back to the previous menu. For information on the different Game Options in Hydro Thunder, please see the following pages.

OPTIONS MENUS

CONTROLLER CONFIGURATION:

The first option, located on the left side of the Main Menu screen, allows you to change the configuration of your controller. There are two choices available: Config 1 and Config 2. Config 1 is the game's default controller setting, while Config 2 is slightly different. The two configurations are pictured below. Press the Directional Buttons Right and Left to toggle between the configurations. Once you are satisfied, press the A Button to confirm and exit.



CONFIG 1



CONFIG 2

VIRTUAL MEMORY UNIT (VM):

A VM is a type of memory card, sold separately, that is used to save game files. Game files can be saved and loaded at the Main Menu screen. Using the Direction Button or Analog Thumb Pad to navigate through the sub-menus, press the A Button to Load or Save game data.

WARNING: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.



OPTIONS MENUS

VIBRATION PACK:

Control the amount of vibration on your Vibration Pack (sold separately). Use the Directional Button or the Analog Thumb Pad Up and Down to select different vibration options such as: Boost, Splash Down, Boat Collision & Terrain Collision. To change the level of vibration, press Left and Right on the Directional Button or Analog Thumb Pad. When you are finished, highlight Exit and press the A Button.



Note: When the Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

SOUND EFFECTS AND BACKGROUND MUSIC:

You can also increase or decrease the volume of the game. Highlight the first icon on the right side of the screen and press the A Button. You can adjust the volume of the background music as well as the game's sound effects. To change the level of volume, press Left and Right on the Directional Button. Highlight each with the Analog Thumb Pad or Directional Buttons. When you are finished, highlight Exit and press the A Button.



PLAYING THE GAME

The object of Hydro Thunder is simple: Cross the finish line first, at all costs! Along the way, collect BOOST icons to enable your boat's specialized engines to fire up and propel you faster. Boost icons are located throughout all tracks. Some are hidden in secret areas of the track and some are even invisible! The following will give you an overview of everything you need to know to win the race.

TRACK SELECTION:

When beginning Hydro Thunder, you will only have access to 3 tracks and 3 boats. Both the tracks and boats are designated as EASY. If you complete each Easy designated race and place First, Second or Third, you will gain access to the MEDIUM division boats and tracks. When racing on the Medium tracks, you must complete each race with a First or Second place finish to advance to the HARD division. Racing the Hard boats and Hard tracks takes a lot of skill. It is recommended that you really master the previous tracks before advancing to these challenging ones. You must complete each track with a First place finish to access a special Bonus Track. You must continue to place First on all the Bonus Tracks to access the Bonus Boats. There are a total of 4 Bonus Tracks and 4 Bonus Boats, if you're good enough to earn them.

When choosing a track, it's important to remember everything you can about it. Some tracks have numerous obstacles in the water, causing you to capsize or just slow down. If you're racing a track for the first time, be alert. Try and learn as much as you can about the track for future reference. More information on the tracks in Hydro Thunder is available on Pages 15-18.

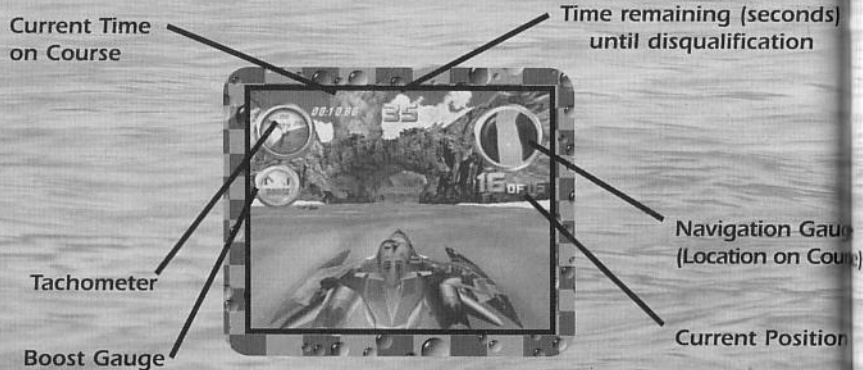
PLAYING THE GAME

BOAT SELECTION: Each boat in Hydro Thunder is unique. Not only in appearance, but also in control and overall performance. Some boats are faster than others, while some fly and take turns better. When selecting a boat, keep in mind what on what track you will be racing, as it will make all the difference. Every boat is listed in detail on Pages 19-22.

"MIGHTY HULL": Developed by the H.T.R.A. (see Page 14), "Mighty Hull" technology is utilized by every boat in Hydro Thunder. When your boat's boosters are activated for a short period of time, your boat will flash. This means that the boat's Mighty Hull is activated. Use your Mighty Hull power to clear unwanted obstacles and opponents out of your course as you race to victory. Each boat is unique when it comes to Mighty Hull activation time.

BOOST ICONS: The tracks in Hydro Thunder are littered with Red and Blue diamond-shaped Boost icons. Each boost will cause your boat's engines to transform and enable your boat to travel faster as well as activate its "Mighty Hull" power. Red Boost icons will give you 9 seconds of boost fuel. Blue Boost icons will give you 4 seconds of boost fuel. Use your boost sparingly as you never know when you'll need it. Use your boosters to help your boat take corners faster as well as clear any obstacles in your way!

ONE PLAYER RACING



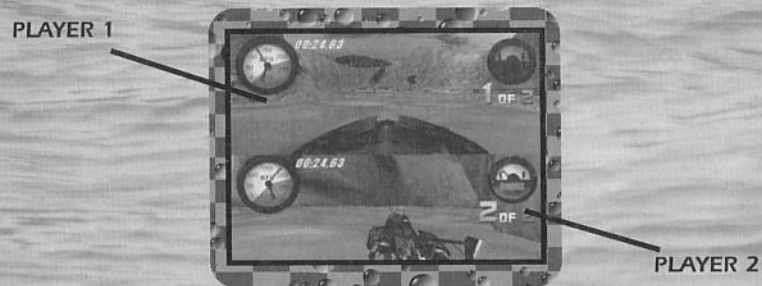
When racing against the clock, you must pass specially numbered buoys (check-points) that will give you more time. If your time is getting short, you will hear the announcer say "Time running low!", followed by a series of beeps when your race clock enters the single-digit range.

When running out of booster fuel, the announcer will say "Boosters running low!", followed by another series of beeps when you're almost empty. When your boosters are full the announcer will inform you of that as well. Remember, keep an eye on your booster fuel!

TWO PLAYER RACING

When racing against another player, the screen will be split in two. Player 1 will be on the top half of the screen while Player 2 will be on the bottom half. To select a 2 Player game, highlight the icon that features two boats with the Directional Buttons or the Analog Thumb Pad and then press the A Button.

Player 1 or Player 2 can choose the track to race on. Following the track selection, Player 1 will then be able to choose their boat. After Player 1 has selected a boat, Player 2 will then be able to choose. Select the available boats by highlighting them with the Directional Buttons or Analog Thumb Pad and then pressing the A Button. You are now ready to race!



You will notice that the Navigation Gauge is missing and the Boost Gauge is now in the top-right corner of the player screens. Once again, keep a close eye on your boost fuel throughout the race!

HYDRO STRATEGIES

As you gain experience in Hydro Thunder, you will find that each game is different, depending on your style of racing. Each boat in the H.T.R.A. lineup is unique in both appearance and overall performance. Each track is unique with its own shortcuts and tricks to mastering them. Practice does make perfect in this game. This page is devoted to some great tricks to help you along your path to victory!

BOAT DESIGN:

You will notice that each boat is different. Some boats are designed to fly, while others are built for speed. Try to learn each boat's weaknesses and advantages. You will find that some boats are very easily knocked around by other boats, while some tend to do more of the knocking.

THE HYDRO JUMP:

Each boat can use its boosters to propel into the air for a brief period of time. As your boat is moving forward (by holding down the R Trigger), quickly let go and press the brake (L Trigger). Once you have activated the brake (pressed the L Trigger), immediately begin to boost (press the A Button). This takes practice to learn, but is well worth the effort. Use the Hydro Jump to access out-of-reach boost icons and to gain entry into secret pathways. Some boats will travel through the air very well if you can master the Hydro Jump. Using the jump with these boats will allow you to cut seconds off of your course time.

MIGHTY HULL TECHNIQUES:

When your boosters are activated (pressing the A Button) for a short period of time, your boat will begin to flash. When it does, your boat's Mighty Hull technology has been activated. While your boat is flashing, you can ram other boats and send them flying into the air! Mighty Hull also helps to rid your

13 path of annoying obstacles.

THE H.T.R.A.

So, you have your own boat you say? You've tapped out your bank account and spent endless months building it out of state-of-the-art racing materials. You've tuned the specialized motors, refined the hull shape to perfection and won more races than you can count. You're at the top of the international boat racing game. Nobody comes close. You long for a challenge.

Then one day that challenge comes to you in the form of a sealed envelope with no return address. Only the words Hydro Thunder Racing Association mark the envelope. You open it. Inside, a single sheet of blue paper, with your name written upon it, simply states, "You have been chosen as a permanent member of the H.T.R.A." Below, a map and date are printed. The next secret race location!

Now, you've certainly heard of the H.T.R.A. There is no signing up with these guys. Nobody even knows who they are or on which watery location they'll race next. But if you're good enough and have what it takes to be one of them, don't worry, they'll find you. This underground clan of adventurous racing renegades doesn't let anything get in the way of their racing. No place is too sacred. No time is too dark. No unexplored waterway is too dangerous. No guidelines. No restrictions. No manners. No law. These guys are deadly serious and have only one goal: Do anything to cross the finish line first.

EASY TRACKS



THUNDER PARK:

A traditional H.T.R.A. circuit track. On a sunny day, Thunder Park offers a competition-style hydroplane raceway loop. Try to find the hidden 9 second boost on this track.

Note: When racing on a circuit track, each boost icon can only be picked up once.



LOST ISLAND:

Located somewhere in the South Pacific, the Lost Island track offers a fast-paced trek through a volcanic island. Lush greenery, native villages, ancient ruins and numerous secrets await you!



ARCTIC CIRCLE:

Gigantic ice formations and a variety of wildlife line this unique track. The race starts near a fishing village high above sea level, continues in a river that winds its way down a glacier, through water-carved ice tunnels until finally dropping you to the ocean for the remainder of the race.

MEDIUM TRACKS

GREEK ISLES:

The Greek Isles water track winds through both modern towns and ancient ruins, providing one of the most visually stunning tracks available. This is a bright and challenging track, highlighted by a downhill sliding finish.



LAKE POWELL:

Lake Powell, located in Utah, is one of the largest man-made lakes in the world. With its gigantic narrow canyon walls, 1000-year-old Anasazi ruins and smooth water, it is the perfect place for a high-speed super-boat race. Unfortunately, the Utah State Police don't agree.



THE FAR EAST:

The Far East track, located on a river deep in the misty mountains of China, offers a unique blend of challenging river racing and beautiful scenery. The river drops from the mountains into small villages, ancient brick canals and even through palace moats.



HARD TRACKS



SHIP GRAVEYARD:

This deserted atoll was once a productive military shipyard. Now, endless numbers of forgotten, decrepit naval ships line the coast as far as the eye can see, forming a maze-like water raceway in and out of hollow steel hulls. Rough waves, shark-infested waters, stormy weather and the military police all await you!



VENICE CANALS:

Ah, Venice. One thinks of lovers, romance and of course the ear-piercing roar of sixteen super-boat motors tearing through the moonlit canals! With its extremely sharp turns that never let up, Venice Canals is arguably the most difficult track in Hydro Thunder.



NEW YORK DISASTER:

A giant meteor has destroyed the Big Apple and flooded its once crowded streets. Sounds like a fun race, huh? Tear through the remains of the late city, avoiding the N.Y.P.D. and the countless submerged vehicles along the way, until you come crashing down to a tragic finish.

BONUS TRACKS

There are 4 Bonus Tracks total along with 4 Bonus Boats. In order to complete the tracks, you need to practice on them. Try to use a familiar boat, as opposed to using the bonus boat. They look cool, but sometimes it's best to race an old favorite. The following is a brief description of the 4 Tracks you'll hopefully unlock.

NILE ADVENTURE:

Race through ancient pyramids and narrow waterways. This track features danger at every sharp turn. The longest track in Hydro Thunder, Nile Adventure is also perhaps the hardest.

HYDRO SPEEDWAY:

Set at night, Hydro Speedway is the second bonus circuit track in the game. With fast-paced excitement and boost icons at every turn, Hydro Speedway will test even the best racer.

CATACOMB:

Go full throttle through a mysterious cavern filled with crashed ships, sharp rocks and of course, the competition. Turn and Hydro Jump your way to victory, if you can.

CASTLE VON DANDY:

Journey to Scotland and take a watery romp through an abandoned castle. Steer around the moat and ancient graveyard to victory!

EASY BOATS

DAMN THE TORPEDOES:

Damn the Torpedoes is a good introductory boat for racing. Although it is slower than most boats in speed and Mighty Hull activation time, it is ideal for the beginning racer.

MIDWAY:

Very stable and not susceptible to being knocked around by other boats, Midway is another good choice for the beginning racer. Midway's weaknesses are its slow booster and Mighty Hull activation times.

MISS BEHAVE:

Able to slice the water for better turning, Miss Behave is one of the smallest boats in the H.T.R.A. lineup. The boosters are slightly under-powered but Miss Behave's real strength lies in her ability to glide while in the air. With parts salvaged from a World War II aircraft, Miss Behave is the "flyer" of the beginning boats.

MEDIUM BOATS

BANSHEE:

Once a standard hydroplane, Banshee was altered for H.T.R.A. racing. Banshee is lightweight and easily knocked around by other boats, but once you've mastered the unique handling of the boat you may never choose another boat again!

TIDAL BLADE:

Tidal Blade's sleek, dragster-like hull design allows it to slice through any water condition. When you have activated your Mighty Hull feature, use Tidal Blade's long bow to knock the competition out of the water. At times, if Tidal Blade gets bumped it can be hard to control and keep stable.

THRESHER:

Known as the "caddy" of the H.T.R.A. lineup, Thresher is the easiest boat to control. Big and heavy, the boat is well balanced and is easy to steer. Although it has a fairly slow Mighty Hull activation time, Thresher's secret weapon is its ability to knock opponents around by using its heavy frame.

ADVANCED BOATS

CUTTHROAT:

Lightweight and as close to a military jet fighter as you can get, Cutthroat is one of the best boats in the H.T.R.A. lineup. Heavily altered and using 'borrowed' military hardware, Cutthroat can soar off of H.T.R.A. ramps or other objects for great distances. Use this to your advantage. Even though it has an extremely fast Mighty Hull activation time, it is very light and easily tossed around by other boats.

RAD HAZARD:

Created with scrap parts found outside U.S. Government Area 51 property, Rad Hazard is recommended for the most experienced racers. Use the boosters to help you take corners better. The fast Mighty Hull activation time helps to keep the competition away. Fast and powerful, Rad Hazard is a boat to reckoned with.

RAZORBACK:

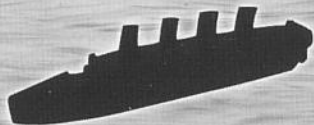
The most difficult boat to control in the H.T.R.A. lineup! Once thought of as a total design failure, Razorback was forgotten until an H.T.R.A. member learned the secret to mastering this fast and furious boat! With speed and Mighty Hull activation time like no other, Razorback is recommended for only the most experienced racers!

BONUS BOATS

These are the elite boats of Hydro Thunder. Only the best drivers will be able to race with them. These boats will become available as you beat all the bonus tracks.

If you are fortunate enough to race one of these, you will notice how different they are from the rest of the H.T.R.A. lineup. Since you are not authorized (yet) to view these boats, we can only show you their shadows.

Remember, once you gain access to these boats (if you can), save them to your memory card to add them to your lineup!



HYDRO HINTS

HERE'S A FEW POINTERS TO REMEMBER AS YOU TAKE TO THE WATER.

- Try pressing the Forward and Reverse Throttle (L & R Triggers) a couple times at the countdown. If you perform a certain sequence, you'll get a 4 second Boost at the Start!
- Try going through caves and waterfalls. Not only are there a bunch of short-cuts, but you'll find lots of Boost Icons as well!
- Look for the hidden 9 Second Boost on Hydro Speedway as well as Thunder Park!
- Beware of underwater debris!
- Learn the Hydro Jump! It is ESSENTIAL!!!
- Jumping in the Nile Adventure track will lead to great things!
- WATCH YOUR BOOST FUEL CLOSELY!!!

CREDITS

DEVELOPED BY EUROCOM ENTERTAINMENT SOFTWARE

LEAD PROGRAMMING

David Long

LEAD TEXTURES & MODELING

Colin Garrat

TEXTURES & MODELING

Adrian Mannion, Paul Robinson & Chris Boyle

ADDITIONAL PROGRAMMING

Paul Bates & Mark Hetherington

AUDIO

Neil Baldwin & Guy Cockcroft

QA LEAD

Andy Collins

QA

Phil Bennett

SPECIAL THANKS TO

Steve Ranck, Scott Goffman,
Sega Europe Tech Support & Sega America Tech Support

CREDITS

HYDRO THUNDER ARCADE TEAM

PROGRAMMING: Steven Ranck - Lead Programmer, Michael Starich,
Scott Patterson, Lori Miller - Tools,
Dusty Monk - Tools, Detmar Peterke - Tools
ARTISTS: Eric Browning - Lead Artist, Scott Goffman,
Brian Silva, Dale Henderscheid, Gary Carbonell,
Andy Wilson
MUSIC & SOUND: Orpheus 'SoundStation' Hanley
**SOFTWARE DEVELOPMENT
MANAGER:** Brian Johnson

MIDWAY HOME ENTERTAINMENT TEAM

PRODUCER: Kevin Potter
ASSOCIATE PRODUCER: Sean Wilson
ASSISTANT PRODUCER: Ed Duran
TECHNICAL DIRECTOR: Sam Calis
PRINT DESIGN & PRODUCTION: Midway Creative Services, San Diego
INTERNATIONAL COORDINATION: Kimberly Tilley & Karen Shillcock
TEST MANAGER: Rob Sablan
TEST SUPERVISORS: John Ubalde & Seth McNew
LEAD PRODUCT ANALYST: Bishop
PRODUCT ANALYSTS: Brien Atangan, Shon Flanagan,
Donny Hamilton, Joshua Hutchins,
Ian McCauley, Jim McClure &
David Nylander
ADDITIONAL LEVEL DESIGN & ARTISTS: Steve Kramer and John Stookey
SPECIAL THANKS: Deborah Fulton, Ira Kalina, Kathy Lange,
Kathy Schoback, Teri Higgins,
Leonard Albano, Kelsey Hudson,
Long Vang, Lee J. Yi & Erwin Gasmin

