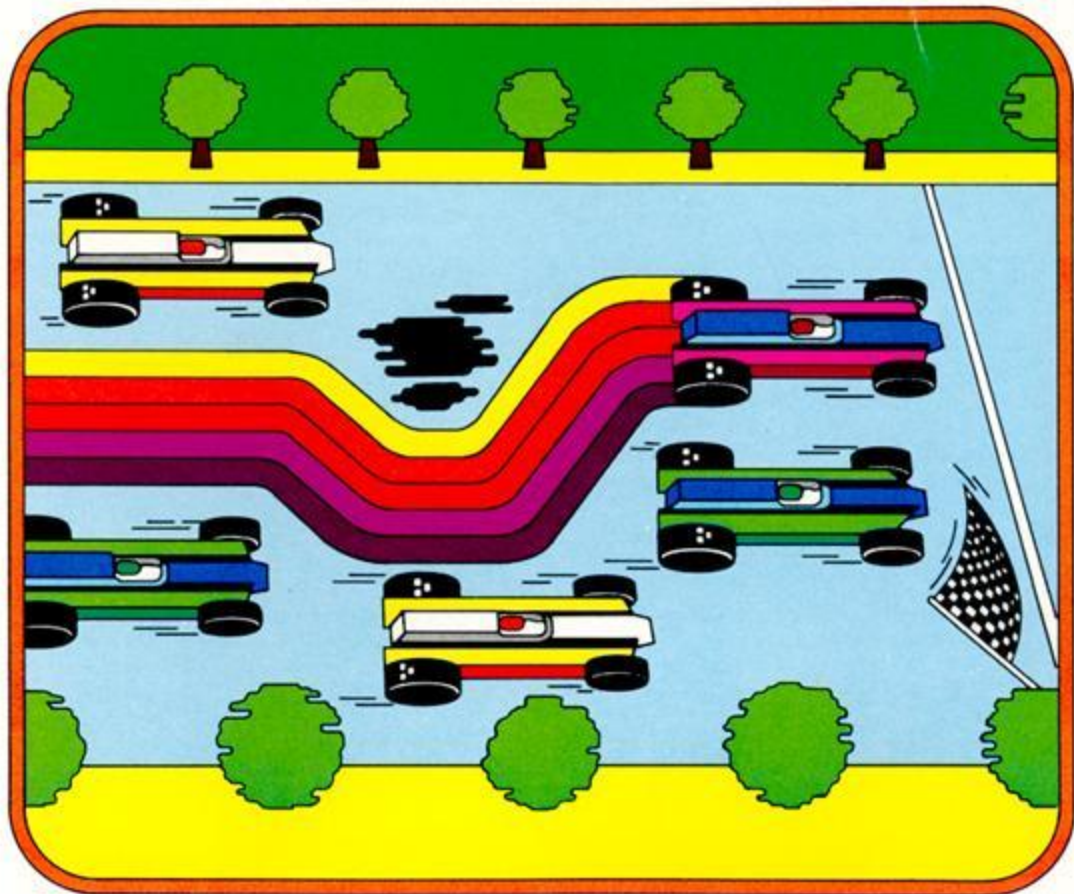


ACTIVISION®

# GRAND PRIX™

## INSTRUCTIONS



You're about to enter the race of your life. Nothing stands between you and victory except the clock, the road and other drivers out to beat you to the finish line. So take a little time with these instructions, and you may emerge as the Grand Prix world record holder!

ACTIVISION®

## GRAND PRIX™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the controller with red button at upper left.
5. Difficulty Switches (skill levels on Sears Tele-Game® Video Arcade™) have no effect.
6. Select game with game select switch:
  - Game 1: Watkins Glen
  - Game 2: Brands Hatch (1 Bridge)
  - Game 3: Le Mans (2 Bridges)
  - Game 4: Monaco (3 Bridges)
7. **To begin play.** Press game reset. Your racer will be in position at the starting line. Press the red button on your Joystick, and the race begins!
8. **Gaining Speed.** The red button on your Joystick is your accelerator. Press it down to accelerate your racer. Shifting is automatic. The longer you keep the button depressed, the faster your racer will go until it reaches top speed.
9. **Slowing Down.** Releasing the red button on your Joystick will slow down your racer. To apply the brakes, move your Joystick to the left.
10. **Steering.** Pushing your Joystick up moves your racer toward the top of the track; pulling it back moves it toward the bottom.
11. **Object of the game.** To complete a race circuit in the shortest possible time.

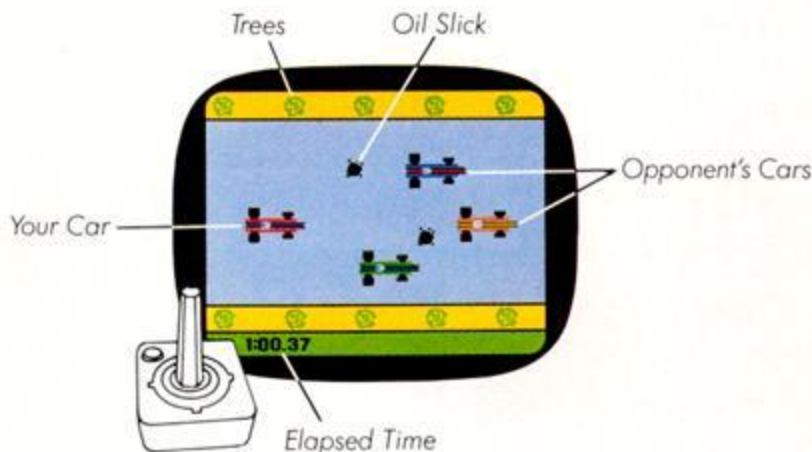
## SPECIAL FEATURES OF GRAND PRIX™ BY ACTIVISION®

**Oil Slicks.** Just a little extra test of your reflexes. They won't slow you down, but they may send you sliding off into another car. Slicks are best avoided, but, when you need to pick up time, and there's no other car next to you, you can risk steering a straight course through them.

**Crashes.** They will happen, but should be avoided if at all possible. Crashes with other cars reduce you to a speed slower than that of the car you hit. To really cut your speed and avoid a crash, release the red button while moving your Joystick to the left to apply your brakes.

**Steering Response.** As in a real racing car, your steering becomes more responsive the faster you go; expect your car to react faster when you push the Joystick at high speeds. Your speed is slightly reduced every time you steer; to achieve the fastest time, keep steering adjustments to a minimum.

**Bridges.** On the Brands Hatch, Le Mans and Monaco courses, after each mile of the race, you'll cross a bridge over blue water. As your car enters the bridge, your elapsed time to the bridge is displayed and held. Normal time display is resumed as your race car leaves the bridge. If you scrape the side of the bridge, you'll hear it, and your car will slow down. If you crash into a bridge, your car will stop altogether, and you'll have to steer around to cross it, while the clock continues to run.



## GETTING THE FEEL OF GRAND PRIX™ BY ACTIVISION®

We suggest you take it easy at first. A couple of slow practice runs through the courses will help you get the "feel" of the track.

You'll find that, just as in real racing, the faster your car is going, the easier it will be to lose control. That's why "pacing" is so important. Try to think ahead and anticipate what's coming up.

When you pass another car, you'll almost never have to worry about it catching up with you from the rear. So, keep your eyes on the road ahead. That's where the action will be.

## JOIN THE ACTIVISION® GRAND PRIX™ DRIVING TEAM

If you can match or beat any of the following times, send us a picture of your television screen, along with your name and address, and we'll make you a member of the Activision Grand Prix Driving Team and send you a special membership emblem.

Times to Beat:	Driving Team Membership	Current World's Record
Watkins Glen	0:35	0:29.61
Brands Hatch	1:00	0:51.06
Le Mans	1:30	1:16.87
Monaco	2:30	2:27.85

## HOW TO BECOME A WORLD CLASS RACING DRIVER IN GRAND PRIX™ BY ACTIVISION®

Tips from David Crane, designer of Grand Prix.



*David Crane is an award-winning Senior Designer at Activision. His games include Dragster,\* Fishing Derby,\* Laser Blast,\* and Freeway.\**

*"Just as in a real Grand Prix race, feel and control are very important in Grand Prix by ACTIVISION. The better you know your car and its responses, the better you'll do.*

Here are some tips: When steering the car up and down the track, applying a *slight* pressure to the right on the joystick will eliminate any accidental braking. This pressure must be kept light to allow quick braking in the event of an emergency.

*"The more you play the game, the more keenly you'll anticipate the appearance of other cars. To some extent, you'll be able to memorize the traffic patterns and plan moves in advance. If you don't, the slowdown will happen for you in the form of a crash, and you'll pay for it with a loss of valuable time.*

*"The cars ahead of you have left a lot of oil on the track near the bridges, so, when you see a lot of oil slicks, watch for bridges ahead.*

*"Knowledge of the course is very important. Learn where you are and what's coming up ahead for each course. That way, time is on your side, which is exactly where you want it to be.*

*"And drop me a line between races. Good luck!"*

Look for more Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

**ACTIVISION®**

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

Atari® and Video Computer System™ are registered trademarks of Atari, Inc.  
Tele-Games® and Video Arcade™ are trademarks of Sears, Roebuck and Co.