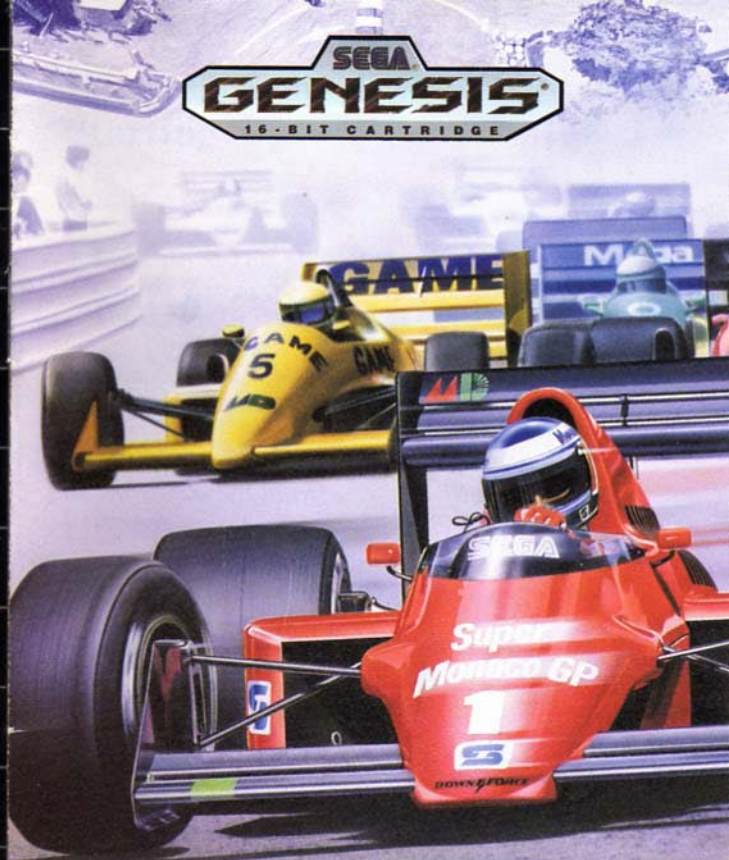


SEGA
GENESIS
16-BIT CARTRIDGE



Super Monaco
GP

EmuMovies

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Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan

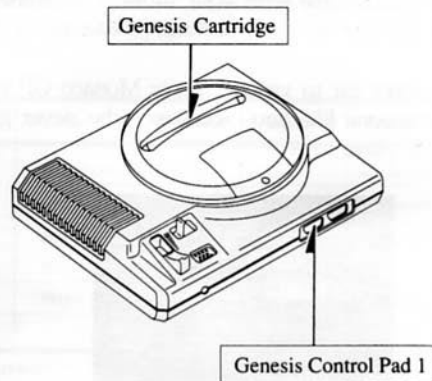
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the SUPER MONACO GP cartridge in the Genesis System (shown below) by following the instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, recheck insertion.

IMPORTANT: Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player:

Press Start Button on Genesis Control Pad 1.



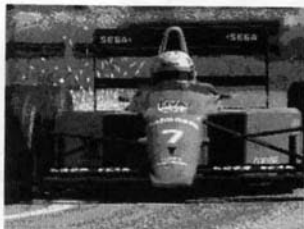
Super Monaco GP

It's just after sunrise. A cool dew rests on the grassy infield. You've been up since the crack of dawn, making the final crucial adjustments to your Grand Prix race car. The first step toward the championship is a successful Preliminary Race— you're determined to grab a good starting position for the biggest race of the season!

All night you tossed and turned, wondering whether you're just another pretender, or if you really are one of the top Grand Prix pilots on the circuit. You've come to this foreign land in search of something that many before you have been unable to obtain— that coveted trophy!

Sega's Super Monaco GP takes you to the most challenging and beautiful race courses the world has to offer. Compete against the top drivers in the special Super Monaco format, or try for the World Championship and do battle over a 16-race series. Before you get started, though, take a few practice laps— you should get comfortable with your monster machine and see how it handles on every surface.

Pilot your super car to victory! Super Monaco GP was made for someone like you— someone who never gives up, and only plays to win!



Shift into High Gear!

Learn the functions of each button on your Control Pad before starting play.



- The functions of the Control Pad buttons regarding game start, selection screens and other related information will be described at the appropriate places throughout this instruction manual. The following paragraphs describe the operation of the Grand Prix racer using the Control Pad.

The functions of the D-Button and Buttons A, B and C may be selected at the Options screen. CONTROL gives you 6 different arrangements:

TYPE	*UP	*DOWN	Button A	Button B	Button C
A	Shift Down	Shift Up	Brake	Accelerator	Pit In
B	Shift Up	Shift Down	Brake	Accelerator	Pit In
C	Shift Down	Shift Up	Accelerator	Brake	Pit In
D	Shift Up	Shift Down	Accelerator	Brake	Pit In
E	Brake	Accelerator	Shift Down	Shift Up	Pit In
F	Accelerator	Brake	Shift Down	Shift Up	Pit In

*D-Button

Try each arrangement and learn which of them is the most comfortable for you. Remember- to steer, always press the D-Button left or right. You may wipe out the first few times, but you'll soon figure out how to negotiate those nasty curves!

NOTE: The Start Button is used to pause the action, and to resume play. It doesn't affect the movement of the car.

An Overview

The best way to start this game is to jump right in and take a few practice laps on any of the 16 courses. Choose your course and your transmission, and rev it up to the redline! You'll get a feel for how your car handles those tight turns, and how much time you can make up in the straightaways. Take as many laps as you want.

Next, try the Super Monaco GP format. It consists of one race only, and the rules are rather strict. Naturally, you must participate in the Preliminary Race (time trials) to determine your starting position. After that's completed, the real race begins. The strict part concerns the Position Limit that's imposed upon you. Should you, at any time during the race and for any reason, drop lower in position than the limit allows, you're out of the race!

The World Championship series is made up of 16 races, each on a different Grand Prix course. As with the Super Monaco race, you must take part in the Preliminary Race to determine your place in the starting grid. There is no position limit in this format, but that doesn't mean that the level of competition is any lower. You must place in one of the top six positions in each race in order to receive points. Should you finish seventh or lower, or have a serious accident during a race, you won't receive

any points. Naturally, the point leader at the end of the 16 races wins the World Championship. Now, strap on your helmet and fasten your safety belt! Listen to those engines roar!

Getting Started



Once you've inserted the cartridge and turned on the power, the Sega logo appears. This is followed by two Title screens. In each screen, the words PRESS START BUTTON appear and begin flashing. If you don't press the Start Button before the second Title screen disappears, a short demonstration begins. Following the demonstration, you'll see a graph displaying engine specifications, and the latest point rankings.



Press the Start Button to call up the Mode Selection Screen. You can choose to enter the SUPER MONACO GP, try to take home the trophy in the WORLD CHAMPIONSHIP, take some FREE PRACTICE or look at the OPTIONS.

► SUPER MONACO GP
WORLD CHAMPIONSHIP
FREE PRACTICE
OPTIONS

Each of the Modes that appears in this window will be discussed separately, in its entirety. Let's begin with the Options screen.

Options

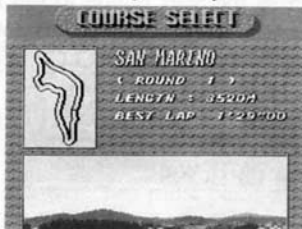
To select OPTIONS in the Mode Selection window, move the selection arrow down using the D-Button, and press Button A, C or the Start Button. In the Options screen, you can choose the functions of the buttons on your Control Pad, the level of difficulty, the background music and the voice of encouragement. You can also listen to the sound effects that you'll hear while racing.

NOTE: Be sure to set the LANGUAGE option for the language you want the screen messages to appear in.

To view the sub-options, press the D-Button left or right. Once you've made your selections, move the selection arrow down to EXIT and press any button. The Mode Selection screen returns.

Free Practice

Now it's time to heat up those tires and get ready for the big race to come. There are 16 Grand Prix courses available to you— the finest, most demanding tracks in the world today. To bring up the Course Select screens, press Button A, C or the Start Button. To view a map of each course, press the D-Button left or right.

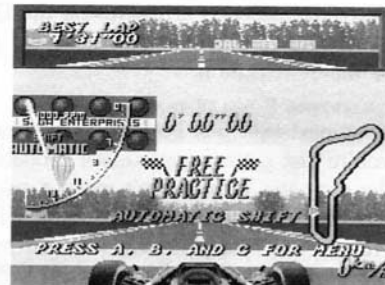


Choose the course you want to practice on by pressing Button A, C or the Start Button.



The next screen shows the three types of transmissions you can choose from. There is one automatic model, a 4-speed manual, and a 7-speed manual. Beginners should choose the automatic— when you're first learning how to negotiate turns at high speeds, it's easier if you don't have to worry about shifting, or watching the speedometer. Once you've become accustomed to the handling, you can move up to a manual transmission. To select one, move the selection box using the D-Button, and press any other button.

The next scene you'll see will be your car at the starting line. The bottom part of the screen is devoted to you and what you see in front of you. At the top of the screen, you'll see your rear-view mirror.



Now, keeping in mind the arrangement of controls you selected in the Options screen, take off when the starting light turns green. The time it takes to complete one lap depends on which course you've selected, the type of transmission you're using, and your own abilities and



experience. Take as many laps around as many different tracks as you want! Once you think you're ready for the big time, you can accept the challenge of one of the professional race formats!

If you want to practice on a different course, press the Start Button. Then press A, B and C simultaneously to return to the Course Select screens.

Super Monaco GP

Now it's time to run and gun it with the big boys! This format consists of one race- 3 laps around a specially-built track. To select this mode, go to the Mode Selection screen that appears at the beginning of the game. Then, move the selection arrow, using the D-Button, so that it points to SUPER MONACO GP, and press Button A, C or the Start Button.

Your next task will be to choose a transmission. Again, if you're just getting started, it's probably wise to choose the automatic. If you don't make a selection within 20 seconds, though, you'll be driving with an Automatic whether you planned to or not. To make your selection, move the selection box, using the D-Button, so that it frames the type of tranny you want, and then press any other button.

You're all set. Now you must take a trial lap around a shorter track in order to determine your starting position for the big race. This is called the Preliminary Race, and you're the last driver to take this lap. Unfortunately, you won't know what the fastest time was until after the lap,

when the qualifying times are posted. At the top of the screen, BEST LAP shows you the fastest time from the earlier qualifying heats. It should be easy to beat.

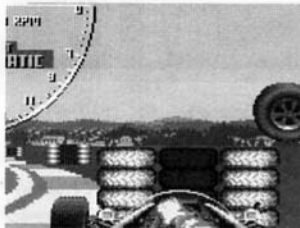
On the left side of the screen, you see your car's Tachometer (the gauge that shows RPM's, or how many times per minute your engine is rotating), and the official starting light.

On the right side, you'll see the layout of the Preliminary Race course, and beneath it, the Super Monaco GP course. Your car is always identified by the white circle with the red "P" inside of it.

You should learn how to use this layout to help you anticipate curves in the track.



At the top, you can check behind you to see if anyone's getting ready to pass you. Check this rear-view mirror often- you may be able to thwart another driver's attempt to pass you by blocking the way.



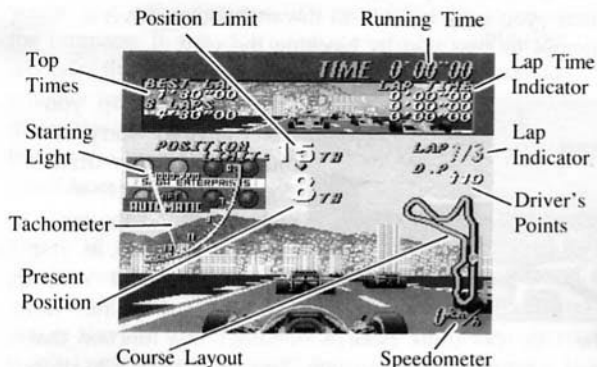
During the trial lap, you won't have to worry so much about other drivers. Your goal is simply to make it around the track as fast, and as safely, as you can. If you should crack up, you will start the race from the 15th spot (last). POSITION LIMIT is a function that puts a bit of pressure on you. You must try not to drop

below the position that is specified- if you do, you're finished. There are 2 points on the course where the Position Limit is adjusted. The real pressure comes when the limit happens to coincide with your present position. When you realize this, you might check your rear-view mirror only to find the rest of the field hot on your tail! You'd better get moving!

After you complete the Preliminary Race, the times for the top qualifiers appear. Your time shows up in flashing characters. The number to the left tells you your starting position. The starting line scene appears next.

Start Your Engines!

All the hard work, sweat and worry you've put into getting here is past. You should now concentrate on the task at hand- outrunning 14 other drivers and going home a champion! Be sure that you understand all of the various gauges and indicators that remain on screen during the race.



You should be pressing your accelerator even before the starting light turns green. As soon as it does go green, take off! Watch the other cars carefully at the start- a crack-up here is a common occurrence! Pass as many cars as you can while they're trying to get up to speed. From this point on, it's a battle against the clock, the Position Limit, the other drivers, and the course itself!

Winding Down

After the race, the standings appear. You receive points during the race, and your point total and final position are displayed. If your point total exceeds 1000, well done! If you won the race, or finished in the top 3,

LAP	TIME	6TH	DRIVER'S POINTS
1ST	1'12"85		
2ND	1'11"85		
3RD	1'00"70		
TOTAL	3'25"20		1240

you can participate in the second run. Your final position in each race, along with your point total, determine where you rank among your peers. If you crashed and burned, get well soon and try again! Should you top the rankings after 2 races, you'll receive the Super Monaco Cup in the Winner's Circle!

NOTE: Track conditions deteriorate as you start the second run. Watch yourself in the turns!

World Championship

This is the true test of skill, endurance and, above all, desire! It's a 16-race series to determine this season's top Grand Prix driver! To select this mode, go to the Mode Selection screen at the beginning of the game. Move the selection arrow, using the D-Button, so that it points to

WORLD CHAMPIONSHIP, and then press any other button.

▶ NEW GAME
PASSWORD

The next selection window allows you to either start a NEW GAME or continue an old one using the PASSWORD. To select one option

or the other, move the selection arrow using the D-Button, and then press Button A, C or the Start Button.

NEW GAME takes you to the very beginning of the series. You'll meet your crew, and receive some encouraging words. To advance to the next Mode Selection screen, press Button A, C or the Start Button.



PASSWORD allows you to continue a game you have saved. Use the letter/number grid to enter your Password. Move the selection box, using the D-Button, so that it frames the letter, number or character you wish to input, and press Button



A, C or the Start Button. The Password is rather lengthy, so double-check to ensure that you've correctly entered all characters. Should you try to enter a Password with a mistake in it, the words

PASSWORD INCORRECT!! will appear in the center of the screen. To correct a mistake, press Button B first. Then move the selection box down to one of the arrow

symbols. Press Button A, C or the Start Button until the red underline is under the character you want to change, and then move the selection box in the upper grid until it frames the correct character. To enter, press Button A, C or the Start Button. When you've finally entered your Password correctly, move the selection box in the upper grid so that it frames ED and press Button A, C or the Start Button. This will allow you to exit the Password screen and go to the next Mode Selection screen.

Mode Select

There are 4 new modes that will become available to you. To choose one of the modes, align the selection arrow with the mode you want to select using the D-Button, and then press Button A, C or the Start Button. Your first selection should be MACHINE.

Pertinent data on your new car appears, along with some personal data. The computer has assigned you to the MINARAE team. Later in the series, you may be politely asked to change teams if your performance is not up to snuff! To exit this screen, press Button A, C or the Start Button.

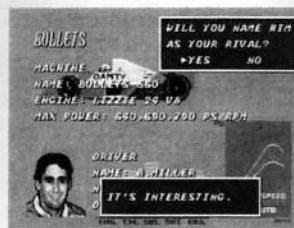
Next, select TRANSMISSION. Here you should choose the type of transmission you'll race with. The competition in the World Championship series is a bit tougher than in the Super Monaco GP, so you may be better off choosing one of the faster manual transmissions. To select, move the selection box using the D-Button, and then press any other button.

Now it's time to heat up your tires a bit and get used to the track. Select WARM UP and take up to 9 trips around the course. Of course, if you still don't feel confident, you can start over again. If you're ready to go after your warm-up laps, get out there and burn up that track! Kick up some dust!

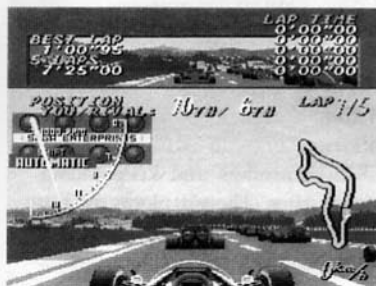
To start the race, select RACE in the Mode Selection window. Again, as in the Super Monaco mode, you have to run a one-lap Preliminary Race to determine your position in the starting grid. Run it hard and fast! After the trial lap, the qualifying times appear along with the positions. Nothing remains but for you to stake your claim to the championship of the world!

The Time Has Come!

Your pit crew will have some last-minute advice for you, no doubt. At this point, you can also choose whether or not to have a rival. This means that you engage in a mini-battle against another driver. To choose YES or NO, move the selection arrow left or right using the D-Button, and then press any other button. The SELECT YOUR RIVAL screen appears. The names of the drivers are separated into 4 groups according to level. You are in the C level. To choose a rival, press the D-Button until the name of the team your desired rival belongs to is



flashing, and then press Button A, C or the Start Button. Once you've selected a rival, you'll meet him and get some information about him and his car. He'll probably have something to say as well.



Now you're at the starting line. The gauges and indicators are basically the same, but there's one new feature. The Position indicator shows your present position, along with

that of your rival. Of course, you should try to win the race, but it may be more realistic to just try and stay ahead of your rival. OK, rev that engine and go!

The races in this series consist of 5 laps each, so there may be several position changes. There is no Position Limit, though. The only real pressure on you is to either win, finish in the top 6 and receive Championship Points, or blow away your rival!

You'll be able to choose a new rival before each race. There will also be times, though, when you're directly challenged by another driver. Whip him and keep your dignity while robbing him of his! More importantly, though— if you beat the same rival twice without losing to him, you may get an offer to join his team! Don't forget your main objective— to win the whole thing!

Trouble!

If you happen to bump into one of the other cars, or nudge one of the signs or barriers along the course, the word TROUBLE begins flashing across the center of the screen. Once you near the Start/Finish line, the words PIT IN come up. This naturally means that you would benefit from a pit stop. To pull into the pits, press Button C. Your crack repair team should have you out of there in under 6 seconds, depending on the seriousness of your car's condition. If you ignore the warnings and keep racing, you'll most likely pay for it later. There's plenty of time to catch up, and you'll have a better chance of that if you are behind the wheel of a healthy automobile!



Keeping Track

After each race, the final race results are posted. They're followed by the current World Championship standings. To receive points, you must finish in one of the top 6 positions. The Points are awarded as follows:

Position	Points
First	9
Second	6
Third	4
Fourth	3
Fifth	2
Sixth	1

Even if you don't do so well at the beginning, don't fret. You might be able to catch up to the leaders, or at least finish respectably. You came a long way to participate in this series, so if you give anything less than your best, you're only cheating yourself!

Helpful Hints

- Take as much free practice as you think is necessary. The better you know the course you're about to race on, the better your chances of finishing in a good position. You won't worry so much about wiping out!
- A manual transmission is faster than an automatic, but at the same time, its operation is more involved. You must worry about downshifting before turns, and anytime that you're in heavy traffic. Make sure you can handle an automatic before you make the transition to manual.
- Learn to quickly analyze the course layouts. There are warning signs on the course to signal turns, but it will help you if you're ready for the next curve even before the warning signs appear.
- Pick a rival for every race in the World Championship mode— it's guaranteed to be more interesting. When choosing a rival, however, remember the names of the drivers wherever possible. Choose somebody who's not doing much better than you. If you finished 15th in your last race, you don't need the added pressure of having a rival who leads the point standings!

****MEMO****

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 6:00 a.m. to 9:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.
