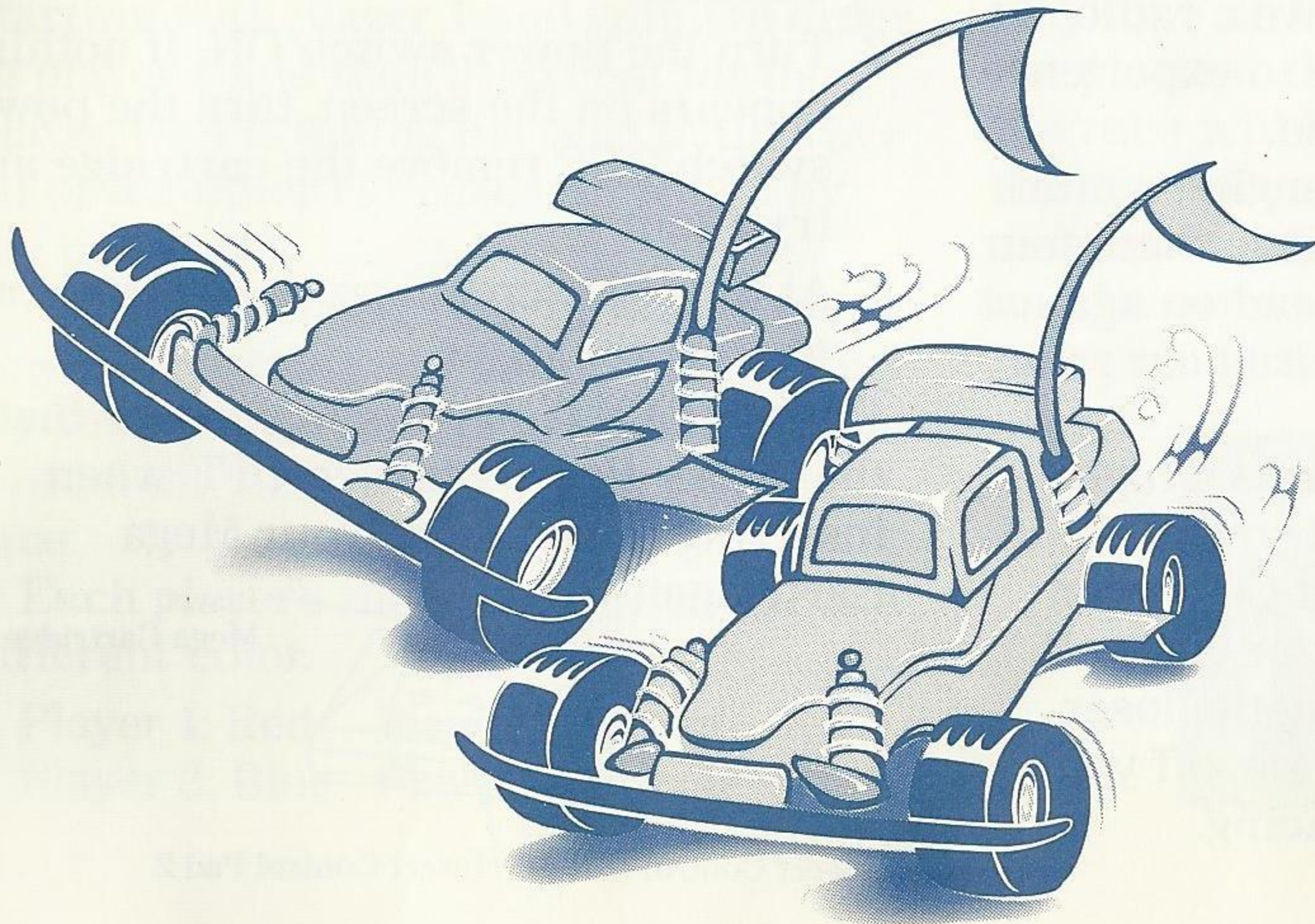


R.C. Grand Prix™



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FOR PLAY ON THE

SEGA®

MASTER SYSTEM™

Rev Up Your Motors!

A radio controlled car race has begun—right in your own house! With this game you can enjoy the excitement of a real radio controlled car race. Players who have a radio controlled car will recognize the feeling of the real thing. Those of you who don't have a radio controlled car will be able to experience the feeling for the first time.

Enjoy the thrill of challenging a number of different race circuits, where four radio controlled cars go head on against each other. There's also a drag car race waiting for you.

Your radio controlled car is a high-performance machine and so you should be able to come out the victor. But, if you don't control your car well, you might just end up being the loser.

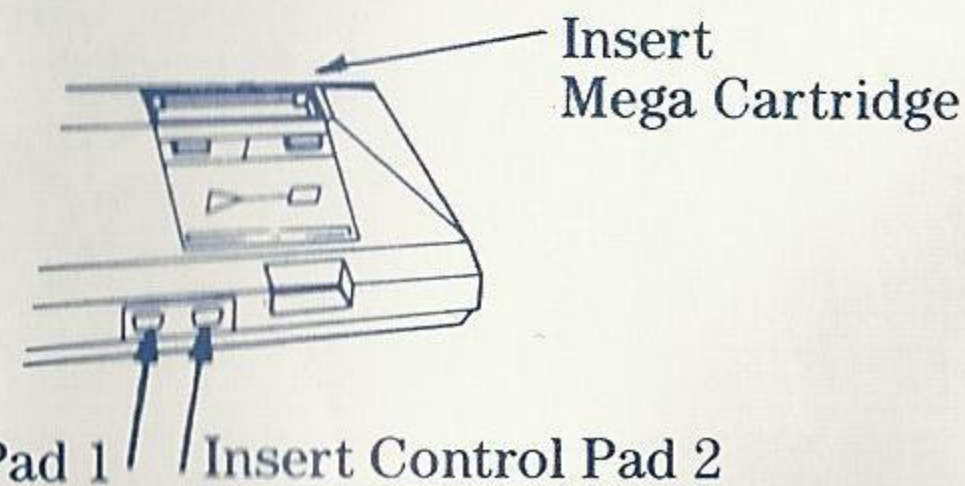
Here's your chance to show off your skill in radio controlled racing.

Loading Instructions:

Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge and try again.
4. At the title screen, press Button 1 or 2 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.



Introductions

The distinctive feature of the R.C. Grand Prix is that in each circuit race only one player races at a time, no matter how many players are in the game. For instance, if there are three players, then each player enters a separate race, starting with player 1 and going in order to player 2 and then 3. Except for the player who is taking his turn in the race, all of the other cars are controlled by the computer.

From the second race onwards, the player who came out on top in the "Current Standings" for the previous race will be the first driver to enter the next race.

Each player's radio controlled car is a different color.

Player 1: Red Player 3: Green
Player 2: Blue Player 4: Purple

The R.C. Grand Prix is played by sudden death rules. If a player doesn't reach the finish line in his race within the time limit, or if he doesn't finish the race among the top three, he will be counted out of the race. When you are playing with two or more players, only the players who weren't counted out of the race will be able to go on to race in the next circuit. If all of the players are disqualified from the race, the game will be over and the title screen will come on again.



Playing the Game

The Object of this Game

This game is made up of ten circuit races. As long as you finish each race in either first, second, or third place you will be able to go on to the next race. If you come in first place in all ten races you will become the new champion.

The End of the Game

If a player winds up finishing a race in either of the following conditions, he will be disqualified and he will be counted out of the next race:

- If time runs out before he has reached the finish line.
- If he doesn't finish the race in one of the first three places.

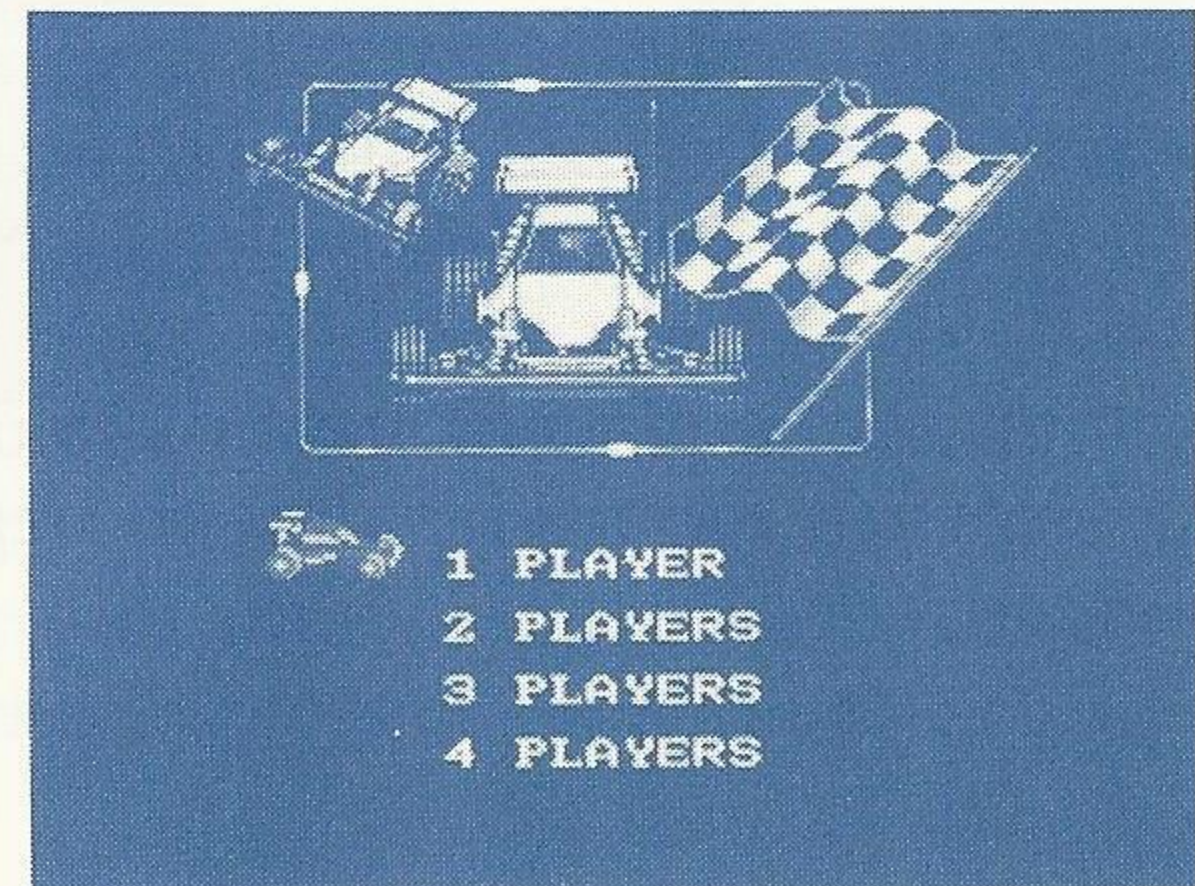
If all of the players are disqualified from the next race then the game will automatically be over.

Only players who finish in one of the top three places will be able to go on to the next race.

Starting the Game

Press Button 1 when the title screen is on and the screen for choosing the number of players will appear.

Press the D-Button up or down to choose the number of players in your game, and then press Button 1 to enter your selection.



Entering the Players' Names

All of the players begin the game by entering their names.

1. Move the D-Button up, down, left, and right to choose the letters for your name and then press Button 1 to enter each letter in the name column.
2. Choose "Rub" when you have made a mistake in entering a letter and you can erase the mistaken letter.
3. Choose "End" when you have finished entering your name correctly.
When you are playing with two or more players each player enters his name in order.
4. When all of the players are finished entering their names it's time to begin the game.

If you don't want to enter your name, choose "End" as soon as the name screen comes on, and press Button 1 to start the game right away. If you don't enter your names, each player will only have a player number.



Introduction of the Circuits

The number of laps and the time limit for each circuit will appear on the screen.



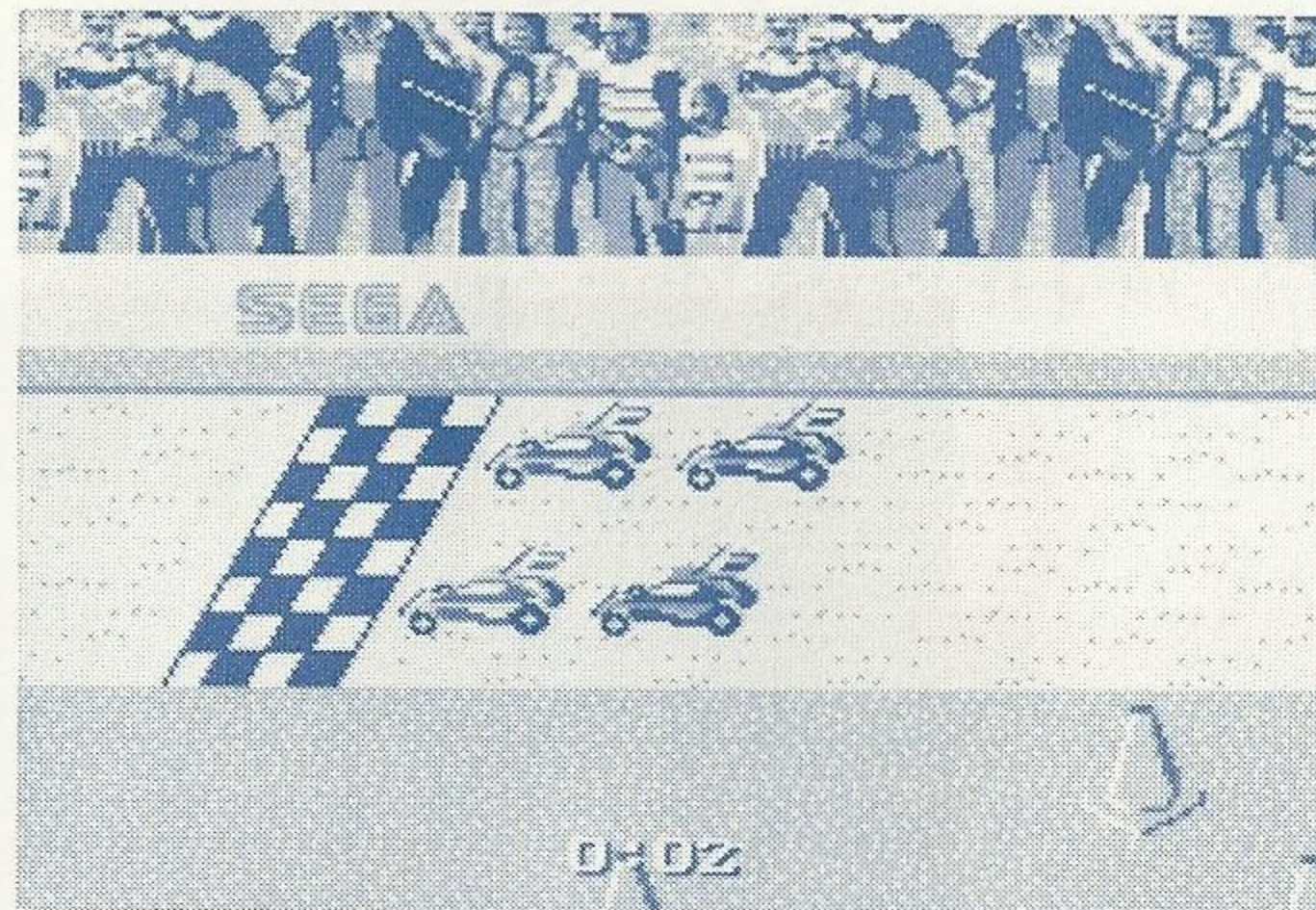
You will have an advantage over the other drivers if you remember what each circuit looks like. The circuit where you are presently racing will flash on and off.

Starting the Game

After the introduction of the circuit course, the cars will move up to the starting line. Only the one car controlled by one of the players will flash on and off.

At the bottom center portion of the screen, the clock will countdown to the start of the race and when the buzzer sounds the race will begin. Press and hold down Button 1 as soon as the buzzer sounds and try not to let the other cars get a jump on you.

When your car starts moving be sure to steer it so that it doesn't go off the course. When you get to an intersection go straight through. If you turn your car at an intersection you will wind up racing on the wrong course, and you might not be able to reach the finish line before time runs out.



You will see an arrow every time you get to a corner that will tell you which way to go. A buzzer will sound before every corner warning you that you're going to have to turn soon. Get ready to turn before you reach the corner and you will be able to go around the corner smoothly.

If the time limit for the race runs out before you have made it to the finish line, your car will stop where it was when time ran out, and the race will be all over. If this happens you will be disqualified and won't be able to run in the next race.

Note: Except for the car that you are controlling, all of the other cars are controlled by the computer.

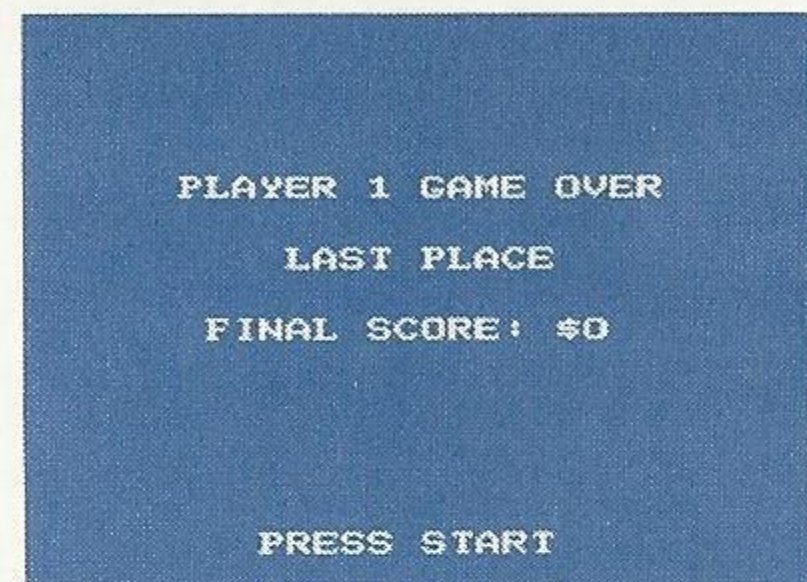
Crossing the Finish Line

Each race will end when you have run the required number of laps and crossed the finish line. Then, the results for that race will be displayed on the screen.

If you finish in first, second, or third place the following screen will appear:



If you finish in fourth place the following screen will appear:



If time runs out before you reach the finish line, the following screen will appear:



If you finish fourth, or don't finish before time runs out, you will be disqualified.

When any race, after the first one, is finished the following screen will appear:



You came in third place in the first race.

You were disqualified and the game ended after the second race.

When all of the players have finished running a race the following screen will appear:



The players whose names appear in the standings are still in the game, and they can go on to enter the next race.

Prize Money and Time Bonuses

Prize money is awarded to all of the drivers that finish in third place or better.

First place: \$100
Second place: \$50
Third place: \$25

If you finish a race in third place or better before time runs out, you will receive a time bonus.

Your time for the race is subtracted from the time limit, and the remainder is translated into a dollar prize.

$(\text{Time limit} - \text{the player's time}) \times \1

You can use your prize money to modify your car.



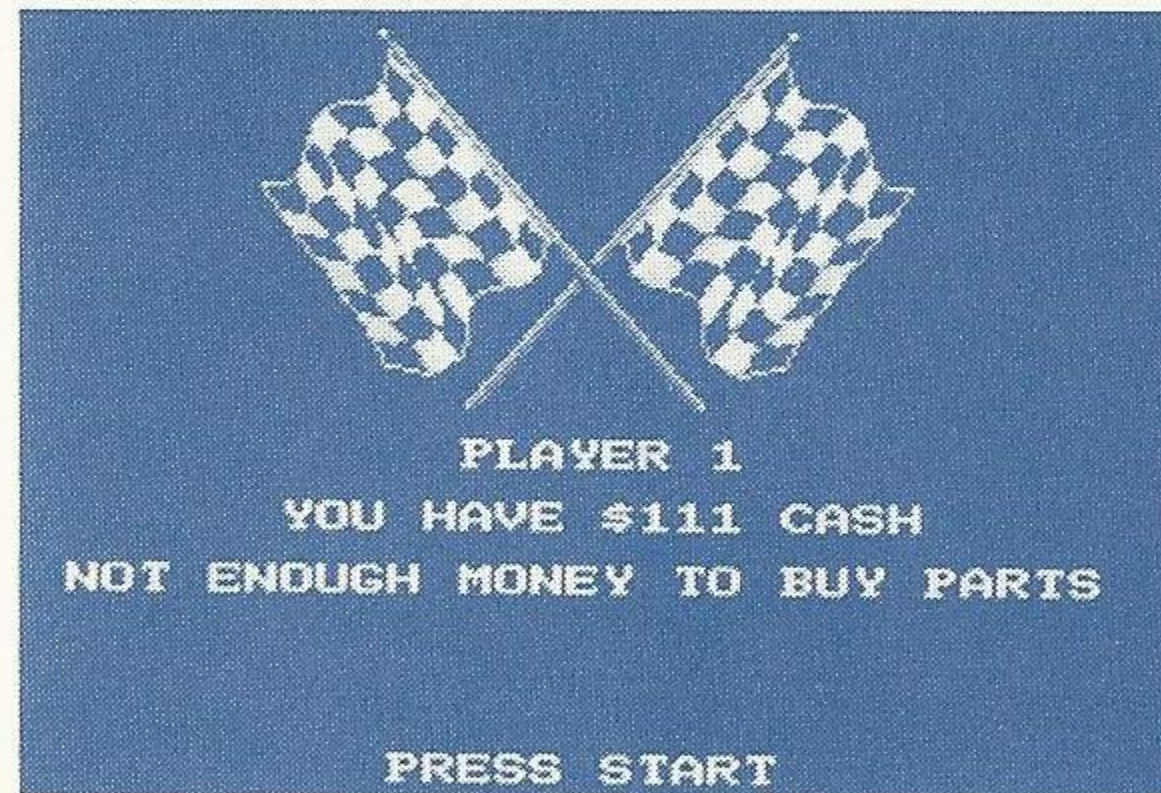
The screenshot shows a blue background with white text. On the right side, there is a vertical image of a trophy. Lines connect various text elements on the screen to descriptive labels on the left and right sides.

Label	Game Text
Your name.	PLAYER 1
Your position in the standings.	FIRST PLACE
Prize money.	PRIZE: \$100
Time limit.	TIME LIMIT: 1:00
	YOUR TIME: 0:49
	TIME BONUS: \$11
	WINNINGS: \$111
	TOTAL WINNINGS:
	\$111
Your time for the race.	YOUR TIME: 0:49
Time bonus.	TIME BONUS: \$11
Your total winnings for this race.	WINNINGS: \$111
The total amount of prize money that you have won so far.	TOTAL WINNINGS: \$111

The Parts Store

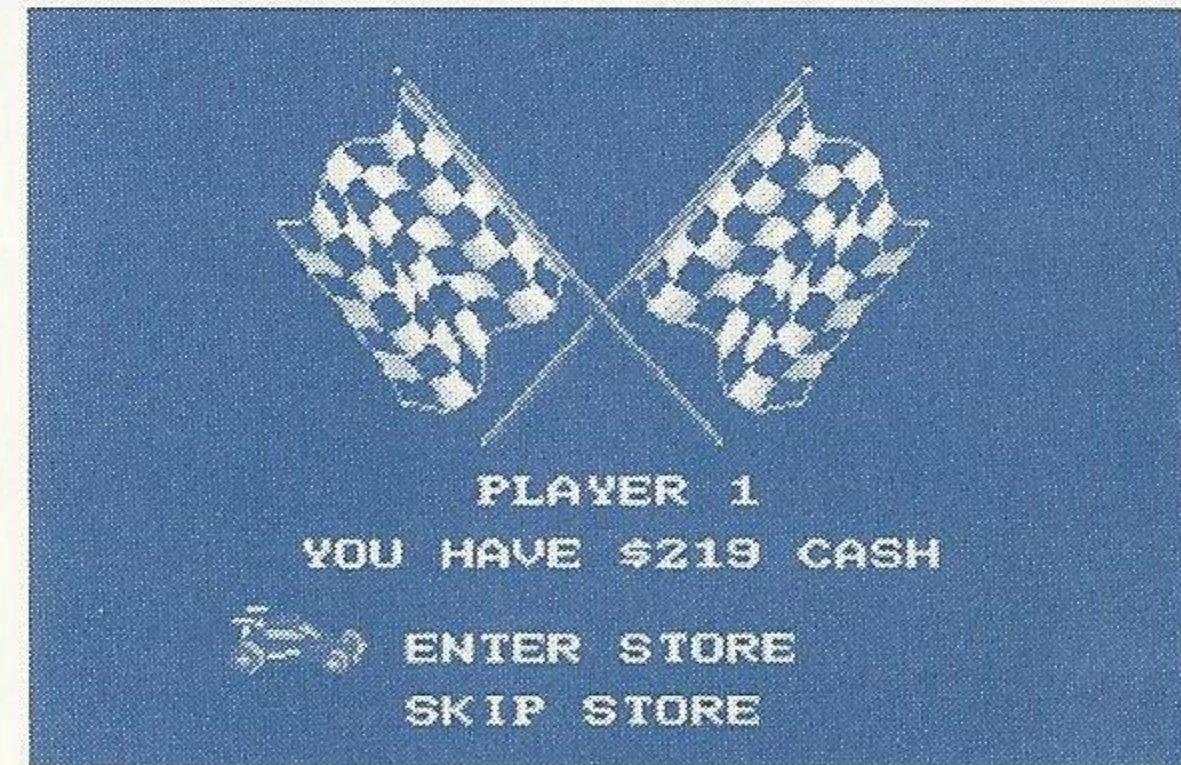
As soon as you get at least \$120 in prize money, you will be able to go to the parts store and buy new parts to modify your car.

When you don't have enough money to buy new parts, this message will appear on the screen.



The order for entering the store is determined by your scores from the last race. The player with the worst score will be the first one allowed to enter the parts store.

When the checkered flags appear on the screen, your total prize money will also be displayed. Then you can choose to either go into the store or to pass it by. Choose "Enter Store" when you want to buy new parts. Choose "Skip Store" when you don't want to buy any new parts, and you will go on to the next race.



When you have \$120 or more this message will appear on the screen, and then you can choose to go into the store to buy new parts.

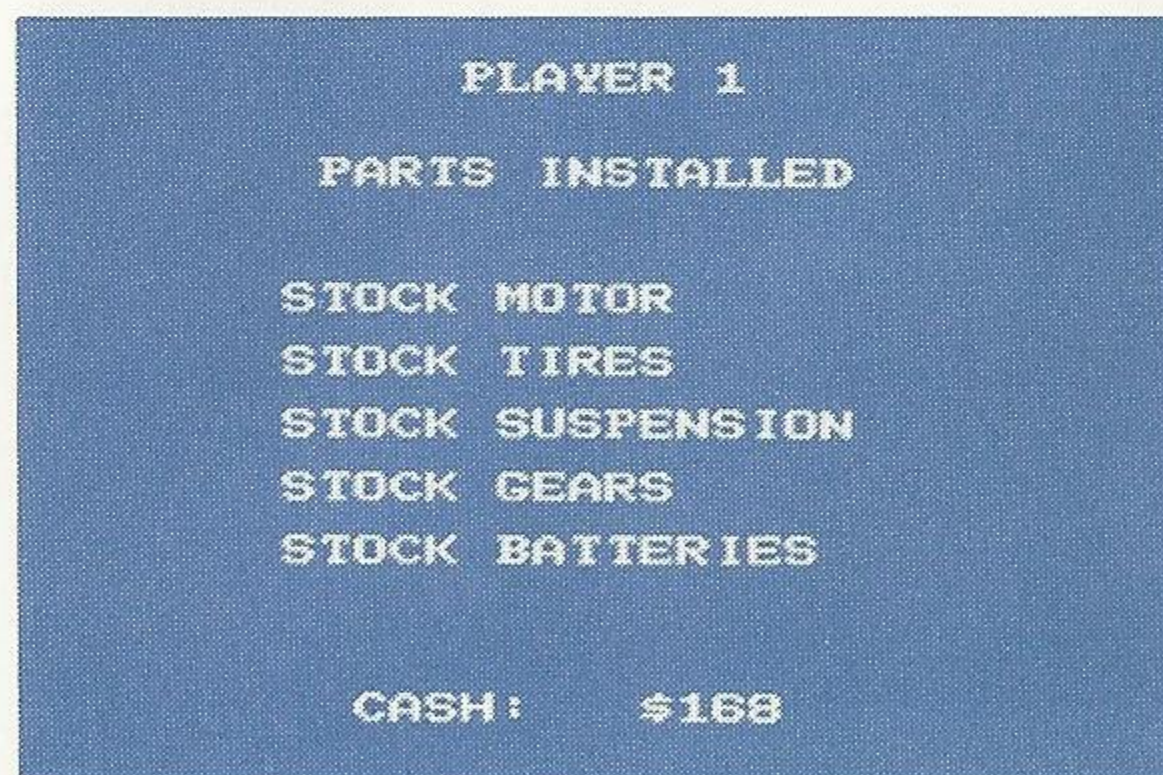
Choose "Enter Store" and press Button 1 to enter the parts store.

Once you have entered the store, a list of the parts and their prices will appear on the screen. Move the D-Button to the right and left and different parts will be displayed. When the part that you want to buy appears, press Button 1 to make your purchase, and the word "Sale" will appear. However, if you don't have enough money to buy the part that you have chosen, instead of "Sale," the message "Not Enough Money" will appear and you won't be able to buy that part.



Press the D-Button up and down and the parts that you are currently using in your car will be displayed, along with the amount of money that you have.

When you are finished buying parts, press the D-Button to the right or left to go to "Exit Store," and then press Button 1 to leave the store.



Note: There is only one of each type of part in each store. Once someone has bought a part, the "Out of Stock" message will appear next to that part's name. Even though a part is out of stock, you will have another chance to buy it at the store at the end of the next race.

Parts List

Motor: With a new motor your car will run faster than before. But powerful motors also use up your battery supply. If you don't use powerful batteries, you might run out of energy and suddenly slow down in the middle of a race.

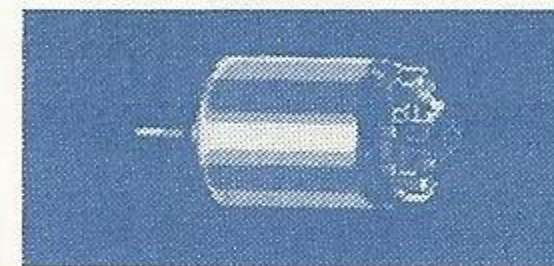
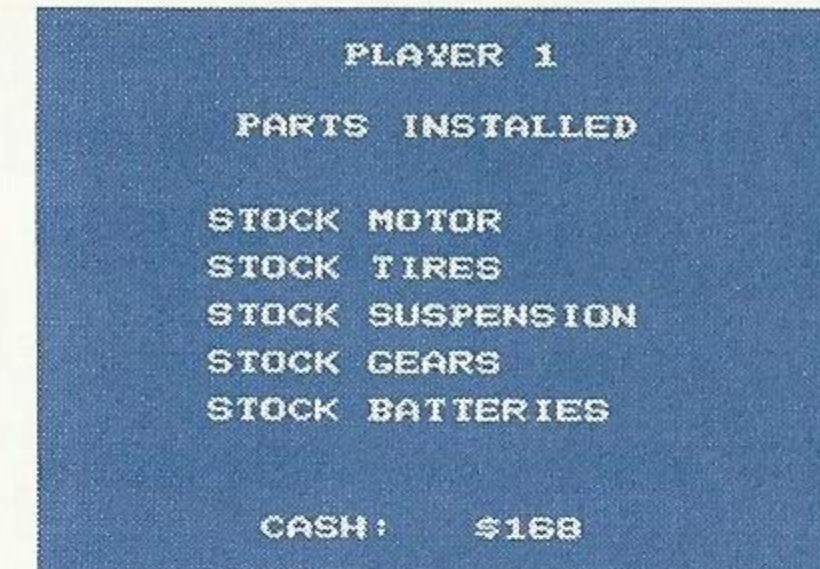
Tires: New tires will help you grip the road better and reduce skidding at the corners.

Suspension: A new suspension will make your car handle better on curves.

Gears: Use new gears to improve your acceleration.

Batteries: New batteries last longer than the ones you started the game with. The stronger your batteries are the faster your motor will work.

Note: When a car that has been modified by one of the other players enters a race as a computer controlled car, it will possess all the parts that the player bought for it.



Drag Race

There is a drag race between the fifth and sixth circuit races when you are playing in the two, three, or four player mode. The drag race is an extra race, and so even if you lose in this race you will be able to go on and enter the next circuit race.

The performance of your drag car is the same as the car that you modified for the circuit races.

Compete in this race by following the instructions that appear on the screen.

Each player should use the control pad that is displayed on the screen.

In this race two drag race cars compete against each other. (The car that makes it to the finish line of this straight, quarter mile course within the time limit is the winner.)

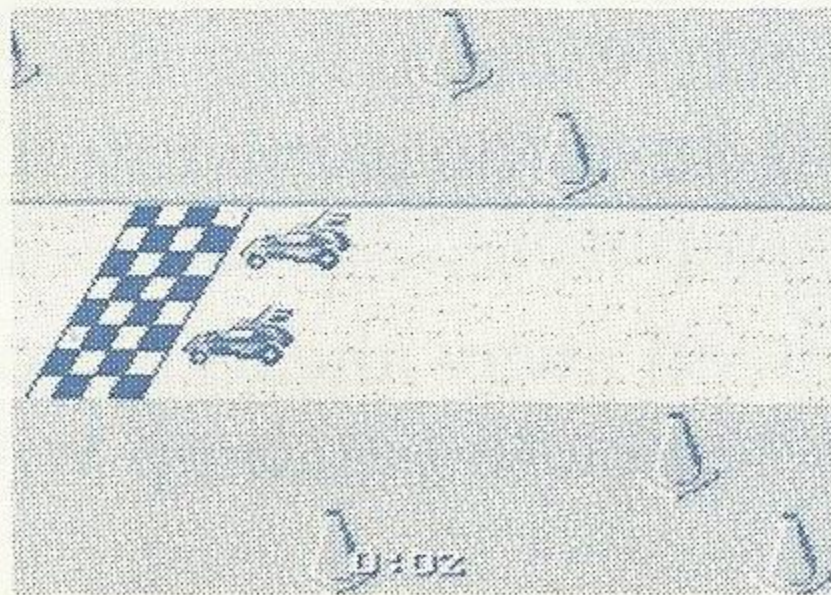


Use the D-Button to adjust the car's direction.

Use Button 1 to adjust your car's speed. If you press Button 1 too long, the > mark will move all the way to the right, indicating that your engine has overheated, and your car will stop.

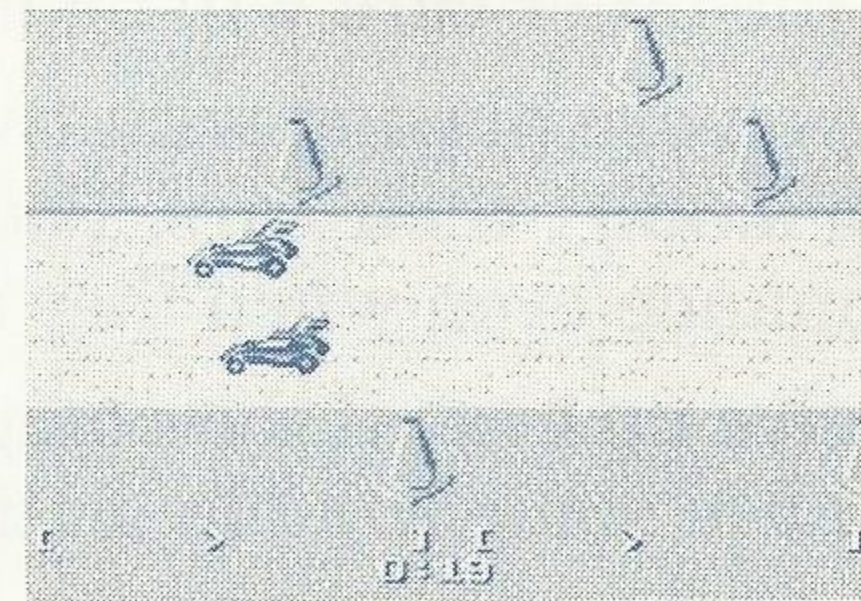
The winner of the drag race wins \$50.

If neither of the cars in the drag race make it to the finish line before time runs out, or if they both overheat and stop running, the race is canceled. In this case nobody wins the prize money.



A power gauge for your car's engine will be displayed at the bottom of the screen.

As soon as you see the start signal, press Button 1 to start your car running. As long as you keep Button 1 pressed down your car will continue to gain speed. But you have to be careful here, because if you press the button too long your car will overheat. Keep an eye on your power gauge and race your car as fast as you can by pressing and releasing Button 1.



The power gauge on the left-hand side is for Control Pad 1. The power gauge on the right-hand side is for Control Pad 2.

Helpful Hints

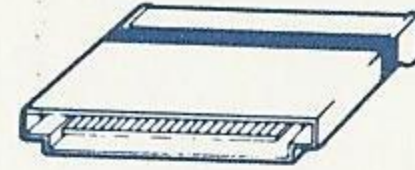
- Racing smoothly around corners is a key to winning the circuit course races, so try to remember the courses as well as you can.
- Try mastering techniques for going through the turns as fast as you can. When you are approaching a corner do you head for the inside of the track or the outside?
- When you're going through a turn don't keep the gas pedal button pressed down. Try releasing it at some point in the turn.
- Try blocking the other racers' way on the track and finding the best position for your car. But don't spend too much time battling with the other drivers or you might end up running out of time.
- When you are playing the one player game and you modify your car between races, the other cars will be modified also.
- When you are playing with two or more players pay attention to how the other players modify their cars. The other players' cars will have the same modified performance even when they are controlled by the computer.
- Don't give up even if the computer controlled cars speed away ahead of you. They might have some trouble on the way, giving you the chance to catch up with them.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

- ① Do not get wet!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or disfigure!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzine, etc.!
- * Be especially careful not to stick anything on the SEGA CARD!
 - When wet, completely dry before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.



①



③



⑤



⑦



②



④



⑥



SCOREBOOK

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

Name			
Date			
Score			

90-DAY LIMITED WARRANTY

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program product ("Program") that the game cartridge in which the Program is embodied will be free from defects in material and workmanship for ninety (90) days from the day of purchase. If your game cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective cartridge during the warranty period, mail the entire game cartridge, the sales receipt you received when you made your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, N.J. 07452
Tel: (201) 652-1227

If your cartridge fails after the end of the 90 day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$15.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope. This offer to repair or replace defective game cartridges after the end of the 90 day warranty period may be withdrawn at any time without notice.

We recommend that defective cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective cartridges until they have been received by us at the above address.

This warranty is limited to the cartridge originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied in the cartridge. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the cartridge, neglect, or normal wear and tear.

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