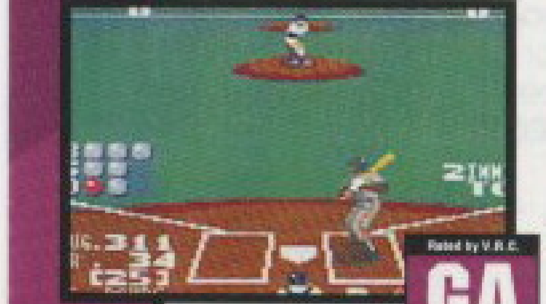
**SEGA SPORTS**™

**GAME GEAR**™



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***- Real Teams***

***- Real Players***

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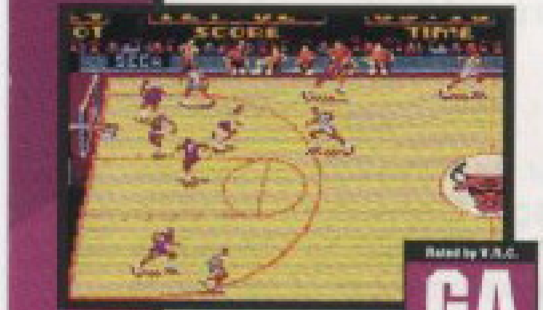

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**NBA ACTION**

**STARRING DAVID ROBINSON**

***Real NBA Action!***

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***Available Spring '94!***

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***Available Fall '94!***

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GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

**SEGA SPORTS**

# GP RIDER™

**INSTRUCTION MANUAL**

**SEGA**™

Rated by V.R.C. **GA** Appropriate for all audiences. General Audiences ™

## EPILEPSY WARNING

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

## Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ 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.

ちきゅうにやさしい
みどりをまもる

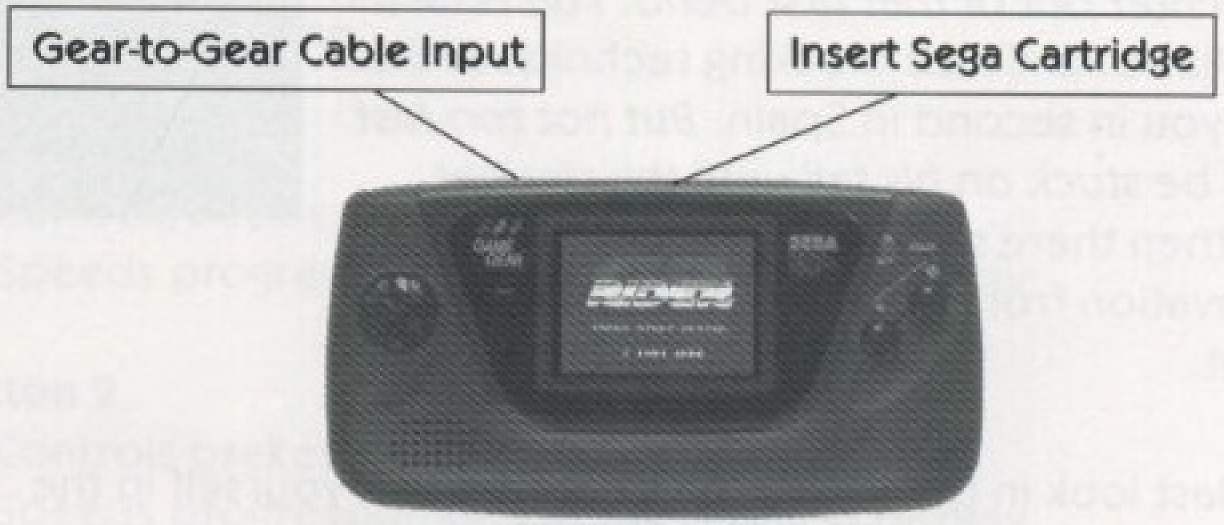
We use recycled paper.
Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

## Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear™ Cable (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *GP Rider* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *GP Rider* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

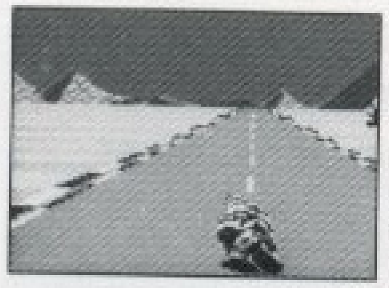
**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** *GP Rider* is for one or two players.

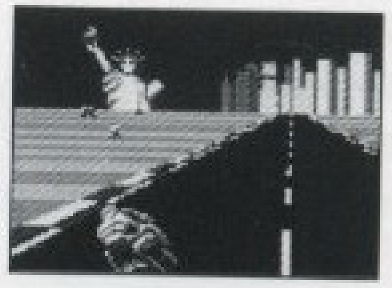


**For Game Play Assistance, call**
**1-415-591-PLAY**

# Today's Agenda



You wake up in a San Marino hotel. It's the ninth day of the Grand Prix. Yesterday's qualifying round went well and you're starting in third position. But with that inscrutable Miguel on home ground and that maniac, Niall, ahead of you, it's going to be a tough battle to keep the five-point lead that you've battled to maintain around the globe.

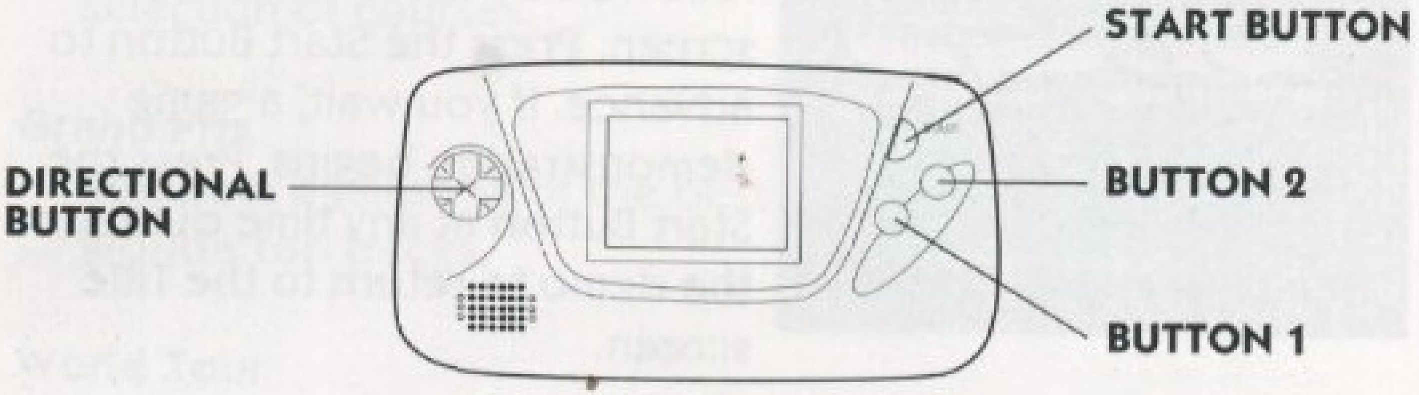


It's a sunny morning. As you eat breakfast on the balcony, you think over which bike to use. With weather like this it could be worth sacrificing a little grip for acceleration. Your mind runs over the intricate hairpins of the course and you think again.

Slipping into your leathers, you try to remember the progression of curves. *Got to pull to the center out of that first bend.* You remember Niall's kamikaze blocking techniques that kept you in second in Spain. *But not too fast or I'll be stuck on his tail until the straight.* And then there's always the chance of aggravation from behind. So much to think about.

One last look in the mirror. It's time to prove yourself in the screaming, lightning-fast arena of the track.

# Take Control



**Start Button**

- Pauses the game; resumes play when paused
- Makes selections in menu screens

**Directional Button** (D-Button)

- Moves between choices in menu screens
- Steers your bike

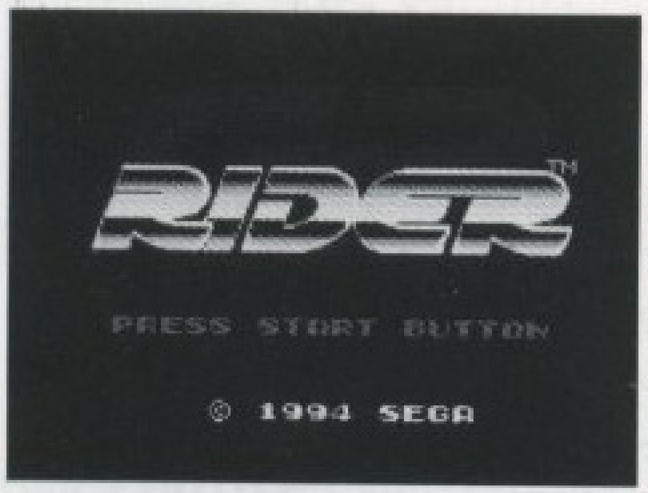
**Button 1**

- Controls accelerator
- Speeds progression of starting position display

**Button 2**

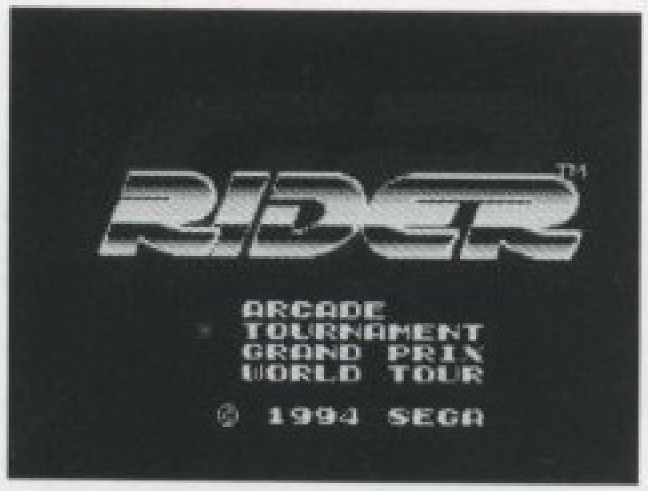
- Controls brakes
- Speeds progression of starting position display

# Getting Started



After you turn on your Game Gear, the Sega logos appear, followed by the *GP Rider* Title screen. Press the Start Button to advance. If you wait, a game demonstration begins. Press the Start Button at any time during the demo to return to the Title screen.

You are offered a one- or two-player game. Use the D-Button to move between these options and then press the Start Button to enter your choice. To select a two-player game, two Game Gear units must be connected with a Gear-to-Gear Cable. (For more on two-player games, see page 14.)



Next you see the Game Menu. There are four modes you can select.

**Arcade**

Try four laps of the *GP Rider* arcade course.

**Tournament**

Tailor your own tournament of up to 14 races from a selection of courses.

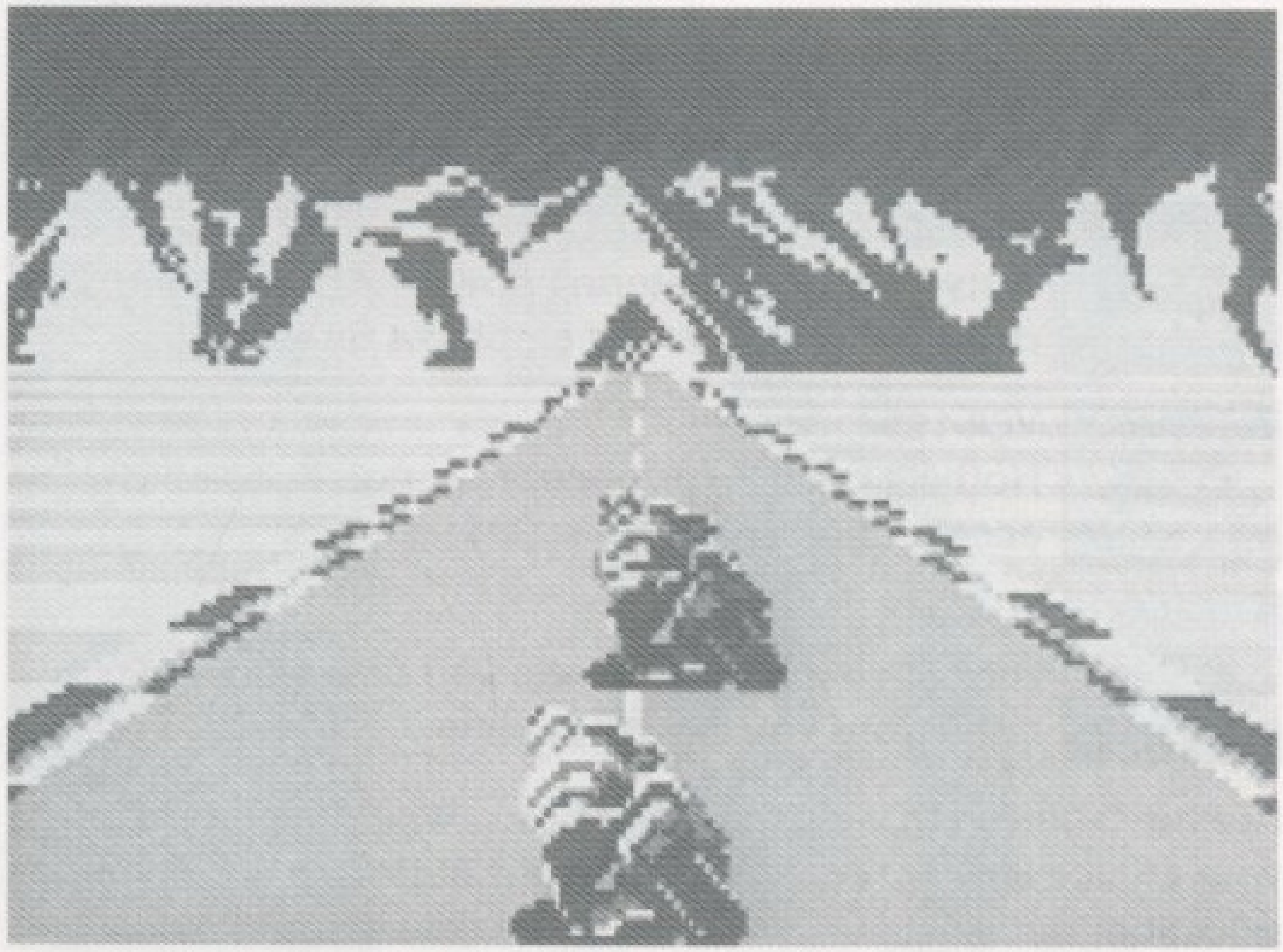
**Grand Prix**

Compete against 15 of the best riders in a tour of the world's top tracks.

**World Tour**

Battle against the clock in four road races, spanning Africa, Europe, the Americas, and Asia and Oceania.

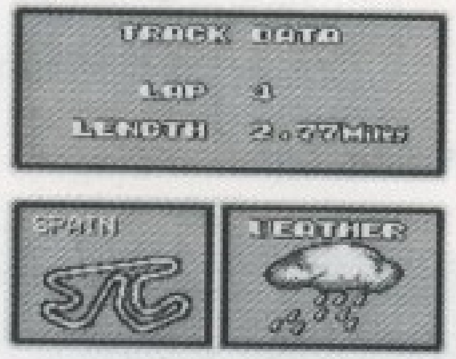
Use the D-Button to select the mode you want to play, then press the Start Button to continue.



# Before You Race

Preparation is half the battle. Before you hit the track, there are various data to be considered and important decisions to be made.

## *Track Data*


TRACK DATA
LAP 4
LENGTH 2.77Miles
SPAIN
WEATHER

The Track Data screen gives you information on track conditions. Included are a layout diagram of the course, its length, the number of laps, and the current weather conditions. Press the Start Button to exit this screen.

## *Machine Select*

Your choice of motorcycle is vital to your performance. There are three models available in the Machine Select screen.

MACHINE SELECT
1P

RGP-500
A stylish model featuring powerful torque and designed with a strong emphasis on safety

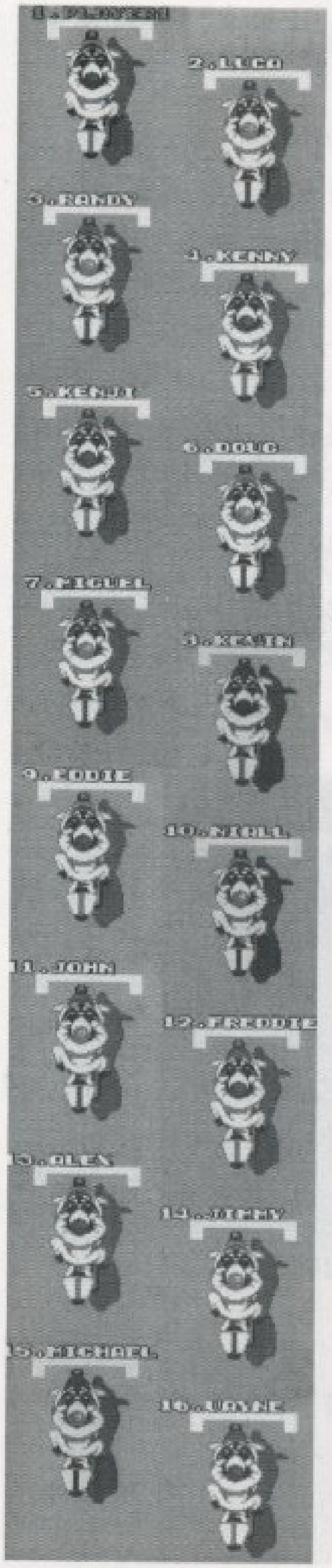
MACHINE SELECT
1P

VCR-125
Nothing beats it for traction, although it has low acceleration and lacks safety

MACHINE SELECT
1P

NZR-250
Nice all-round bike to help you deal with any conditions you may encounter

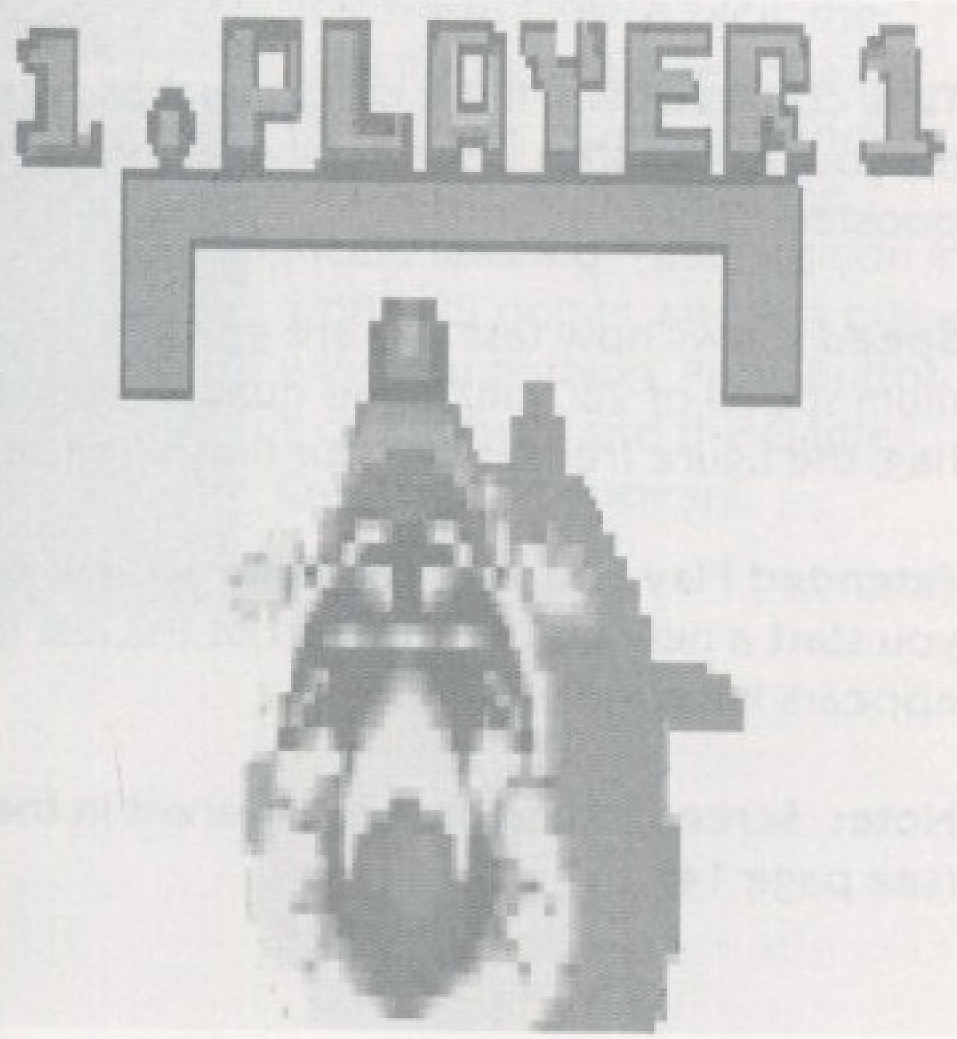
Use the D-Button to view the three bikes. When the model of your choice is on screen, press the Start Button to enter your selection.


1.PLAYER1
2.LUCA
3.RANDY
4.KENNY
5.KENJI
6.DOUG
7.MIGUEL
8.KEVIN
9.EDDIE
10.NIGEL
11.JOHN
12.FREDDIE
13.ALEX
14.JIMMY
15.MICHAEL
16.WAYNE

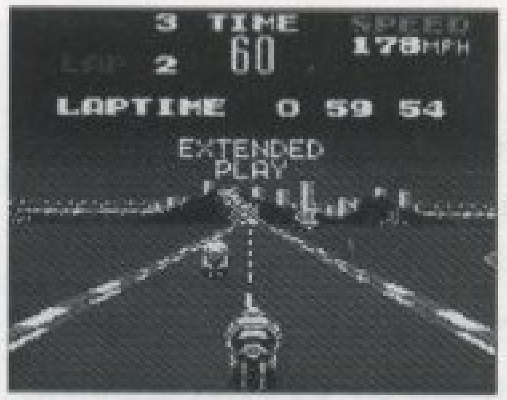
## *Qualifying Lap and Starting Positions*

Starting positions are determined by your performance in a solo qualifying round. You start when the light turns green. Monitor your progress on the clock at the top of the screen. (The clock counts down.)

After the Qualifying Lap, the starting lineup is shown. The faster you were, the closer to the front you will start. Hurry through the starting position display by pressing Button 1 or Button 2.



# The Racing Screen



As you race, there are several indicators on the screen for you to monitor your progress.

**Rank** shows you your position in the race. The number decreases by one when you pass another rider and increases if someone overtakes you. Later in the race, there may be riders who are not on the same lap as you, so they will not affect your rank. This indicator is blank during the qualifying lap.

**Lap** tells you the number of laps remaining, including your current lap.

**Time** counts down. If the clock reaches zero, the race is over for you. At the start of each new lap, your time remaining is boosted.

**Speed** shows how fast you are going. If you attain the maximum speed of 280 km/h, this number flashes. At the checkered flag, the figure freezes on your finishing speed.

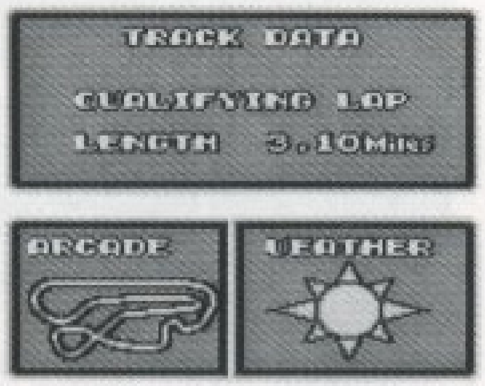
**Extended Play** and your **Lap Time** appear on the screen when you start a new lap. At the start of the last lap, **Final Lap** appears instead.

**Note:** Screen indicators are different in the World Tour mode (see page 14).

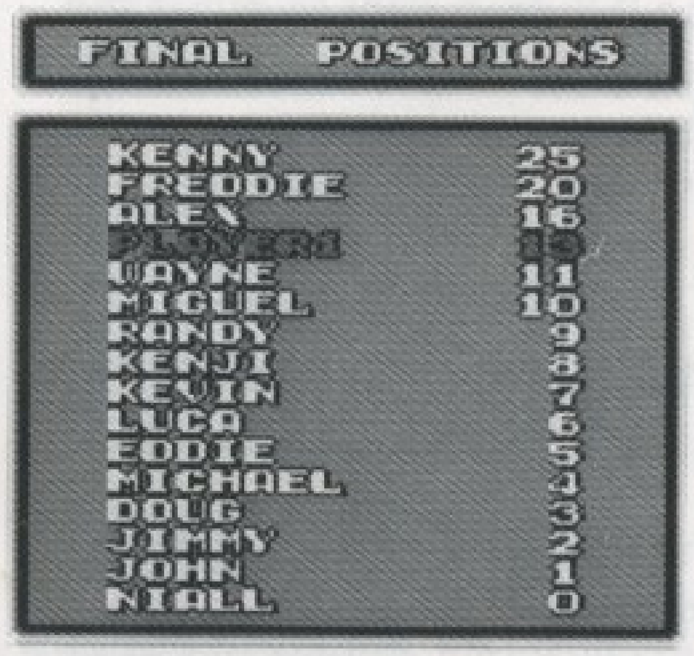
# Racing for Real

## *Arcade*

When you select Arcade from the Game Menu, you will see the Track Data screen. Press the Start Button to advance to Machine Select. Select a bike to go to the Qualifying Lap. When the Qualifying Lap is over and you have seen the Starting Position display, the Track Data screen reappears followed by Machine Select. You can change your choice of motorcycle based on new weather conditions or on your experience from the Qualifying Lap.


TRACK DATA

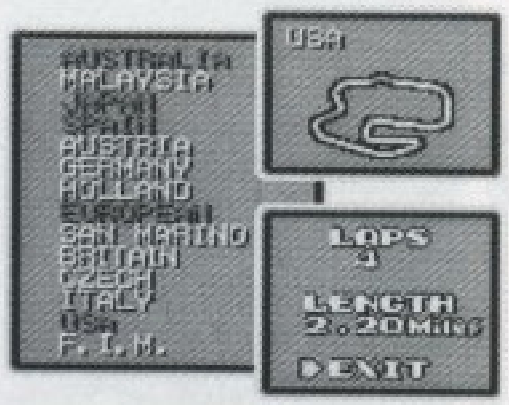
QUALIFYING LAP
LENGTH 3.10MILES


FINAL POSITIONS

| | |
|---|---|
| KENNY | 25 |
| FREDDIE | 20 |
| ALEX | 16 |
| [illegible] | [illegible] |
| WAYNE | 11 |
| MIGUEL | 10 |
| RANDY | 9 |
| KENJI | 8 |
| KEVIN | 7 |
| LUCA | 6 |
| EDDIE | 5 |
| MICHAEL | 4 |
| DOUG | 3 |
| JIMMY | 2 |
| JOHN | 1 |
| NIALL | 0 |

When you finish a race, the Final Positions table appears. This assigns points depending on the order in which the racers finished. First position is worth 25 points, and last place wins you nothing. Press Button 1 or Button 2 and the Game Over screen appears.

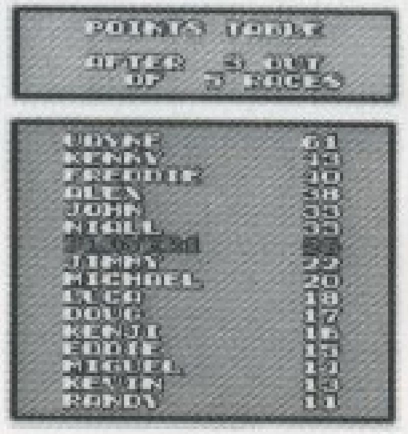
## Tournament



If you opt for Tournament, you proceed to the Tournament Select screen. Here you can tailor your own series of up to 14 races on courses from around the world. Press the D-Button up and down to move the arrow through the list of tracks and press the Start Button to highlight your selections. As the arrow moves, the track data screen is displayed (layout, number of laps and length). Australia, the first venue, is compulsory.

If you change your mind, move the arrow back to a highlighted track and press the Start Button to deselect it. When you are satisfied with the lineup, press the D-Button right to move the arrow to EXIT, and press the Start Button to go to the Track Data for the first race. The subsequent game play is the same as for Arcade.

When you finish a race, the Final Positions table appears. This gives the order in which the racers finished, and assigns points for the race.



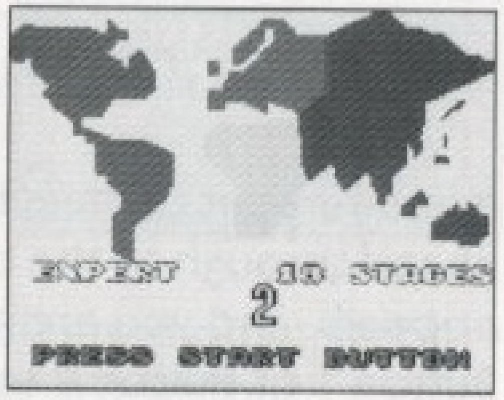
Press Button 1 or Button 2 and the Points Table appears. This shows the order of competitors in the Tournament so far and their current point totals.

Press Button 1 or Button 2 to proceed to the Track Data for the next race. Following the Points Table of the final race of the Tournament, the Game Over screen appears.

## Grand Prix

Grand Prix is a tournament of all 14 races. Following the Game Menu, you go straight to the Track Data screen for the first track, Australia. Thereafter, game play is identical to Tournament.

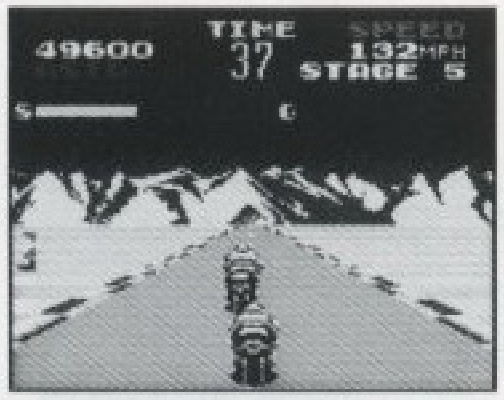
## World Tour



Pick World Tour from the Game Menu, and Machine Select is followed by the Race Select screen. There are four road races available, of varying length and difficulty.

| REGION | LEVEL | STAGES |
|---|---|---|
| Africa | Beginner | 6 |
| Asia | Junior | 10 |
| Americas | Senior | 14 |
| Europe | Expert | 18 |

Use the D-Button to highlight different regions and press the Start Button to make your decision. There is a timer ticking away at the bottom of the screen. If it hits zero, the action begins in the region that is flashing.



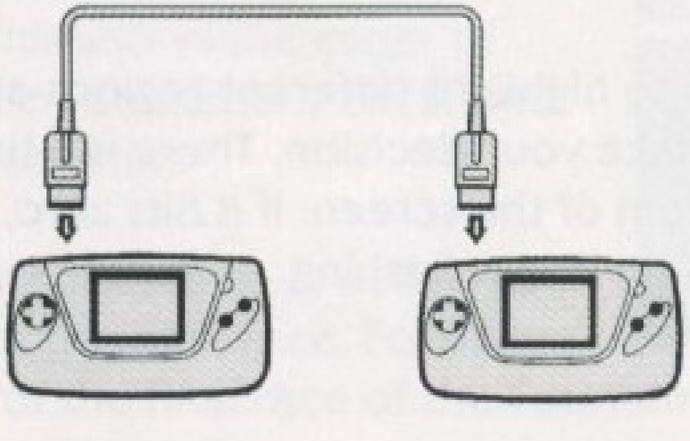
The racing screen is different from the other game modes. Speed and time function much the same. Whenever you complete a stage, you're given a time extension and your Lap Time.

Your score gradually increases as you progress. This is reinforced visually with a bar showing how far you've come and how far is left to the end of the race. You can also see at a glance which stage of which race you are currently in.

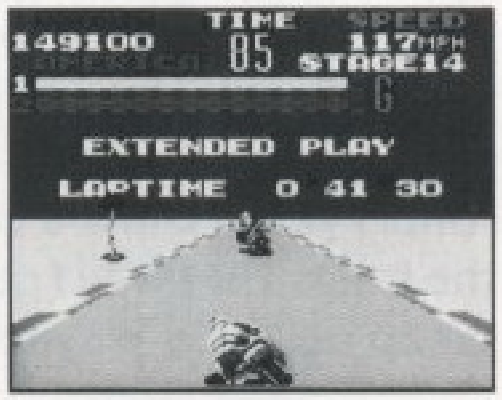
If you run out of time, the Game Over screen appears. But stay ahead through to the bitter end and the message "Goal In!" appears, and you are given your total time for the race. Press Button 1 or Button 2 to return to the Sega logo.

## Two on the Track

For two-player action, you each need a Game Gear unit and a *GP Rider* cartridge and you need a Gear-to-Gear Cable to connect the units. Ensure power to both the units is off, then insert the cartridges as described on page 2. Plug one end of the Gear-to-Gear Cable into each Game Gear unit and then turn the power to both units on.

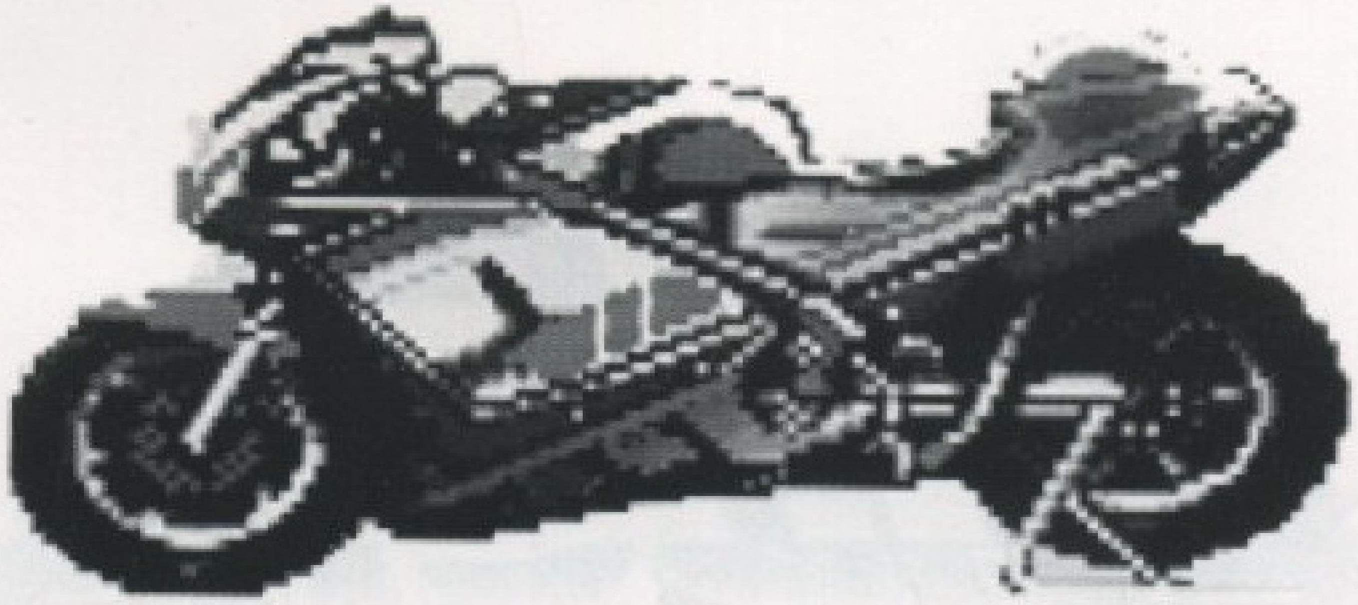


After the Sega logo, select Two Player. In the Game Menu, select World Tour for two-player interaction. Either Player One or Player Two can make menu decisions. At Machine Select, you each choose your own bike. These can be the same, for an equal test of skill, or you can opt for different machines.



When the Race Select screen appears, either of you can decide which region you will tackle. You start the race side-by-side, and you have the roads to yourselves in a two-player duel. When your opponent is behind you, you cannot see him or her. But you can monitor your relative progress by the bars on the left of the screen. The game play and other screen indicators are the same as for a one-player World Tour.

The winner, of course, is the first across the line. Or the only one if one of you doesn't make the distance. When the game is over, you will be given the "You Win" or "You Lose" message. Press the Start Button to return to the Sega Logo.



## Words of Advice

Last night, you and the other racers took a chance to relax in the lobby. Naturally enough, the conversation tended to turn toward bikes and racing. In particular, it served as a good opportunity to pick up some tips from the other racers from their experiences down on the track. You jotted down a few things that you heard.

"Until I get to know a course well, I like to stick to the center of the track. That way I can safely make any turns that suddenly creep up," said Wayne.

"A good start is vital. Make sure of a key position in the qualifying lap and then focus on keeping your lead," was Miguel's opinion.

"If the track has some good straights, then make sure that your bike has the acceleration needed. As long as you hold your own on the bends, you can creep up in the ranking on the straights," concluded Randy.

## MEMO

# MEMO

## Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear 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 limited 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 limited 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 warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342.**

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she 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 Game Gear Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If a technician is unable to solve the problem by phone, he or she 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 90 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 limited 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.