THE ORIGINAL

Micro Machines
SCALE MINIATURES

™

2
TURBO TOURNAMENT

INSTRUCTION
MANUAL

Codemasters

This game uses J-Cart technology, allowing up to four joypad controllers to be used simultaneously – with no adapter needed! In addition to the Control 1 and Control 2 joypad sockets built into your MegaDrive, this cart has Control 3 and Control 4 built right in. These are compatible with any MegaDrive compatible joypads or joysticks.
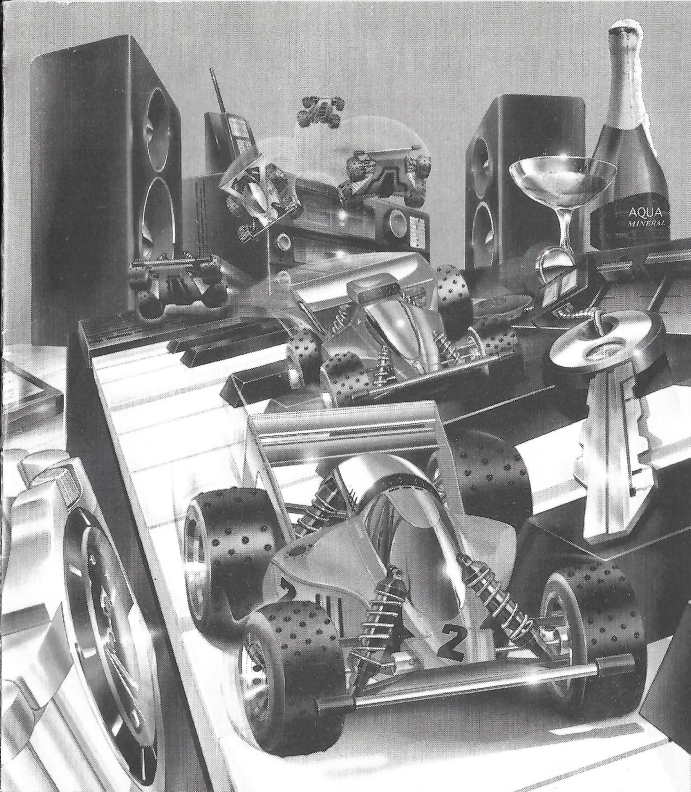
STARTING UP

1. Set up your Sega Mega Drive System as described in its instruction manual. 2. Whilst the game cartridge is NOT plugged into the console, connect your extra joypads or joysticks to the cartridge. 3. Make sure the power switch is off. Then insert the Sega cartridge into the console. 4. Turn the power switch on, in a few moments, the Title screen appears. 5. 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 that the console is turned off when inserting or removing your Mega Drive Cartridge.

HANDLING THIS CARTRIDGE

This Cartridge is intended exclusively for the Sega Mega Drive System. **For Proper Usage:** 1 Do not immerse in water! 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.! • When wet, dry completely before using. • When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water. • After use, put it in its case. • Be sure to take an occasional recess during extended play. **WARNING:** For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

MicroMachines
THE ORIGINAL SCALE MINIATURES
2
TURBO TOURNAMENT

GAME PLAY CONTROLS

The main controls are simple, but will take time to get used to...

LEFT	Turns vehicle anti-clockwise
RIGHT	Turns vehicle clockwise
A BUTTON	Brake (will also reverse when you are stopped)
B BUTTON	Accelerate

For fun, and to put the other drivers off...

C BUTTON	Blow horn. (Not all vehicles have horns!)

When flying helicopters...

UP	Move helicopter LOWER
DOWN	Move helicopter HIGHER

Any time...

START	To pause game. Press again to un-pause.

8 Player Share Game...

LEFT	Turns FRONT car of team anti-clockwise
RIGHT	Turns FRONT car of team clockwise
DOWN	Brakes FRONT car of team
A BUTTON	Turns BACK car of team anti-clockwise
C BUTTON	Turns BACK car of team clockwise
B BUTTON	Brakes BACK car of team

Note: in the 8 Player Share Game the cars accelerate automatically, when you are not braking.

STARTING THE GAME

FIRST, Choose the type of race...
When a menu screen is shown press UP and DOWN to move the arrow cursor. When you have moved to the desired choice press START. If you choose an option accidentally press RESET on your MegaDrive.

I PLAYER } CHALLENGE
HEAD TO HEAD *
SUPER LEAGUE *
TIME TRIAL

2 PLAYER
3 PLAYER
4 PLAYER
4 PLAYER TEAMS } SINGLE RACE
TOURNAMENTS
TIME TRIAL

PARTY PLAY } KNOCKOUT
8 PLAYER SHARE *

VIEW STATS   STATS OPTION

* for experts only

NEXT, Choose a Driver

Use UP and DOWN to move between the 16 drivers available. Their different skills and styles only affect them when they are opponents controlled by the computer - not when you are driving them, so just choose the one you like the look of.

| Bruno | Cherry | Davey | Edina | Jeremy |

You will then be given the option to change the name of the driver to your own. It is a good idea to do this, and always play using the same driver so that any statistics you build up will be recorded correctly - see Stats Option.
THEN, Play the Game...
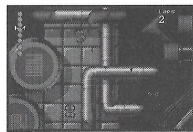

CHALLENGE GAME

You will be racing against three other drivers, controlled by the computer in a three lap race. If you finish third or fourth you will lose a life and will have to try again. If you finish in first or second place you will move on to the next race, in a new vehicle and on a new course. There are 25 races in this game, and only the greatest players will be able to become the Challenge Champion.

You can play for extra lives if you manage to come in first place three times in a row. If you do this you will be given the chance to win a life by playing the Monster Truck bonus game! Collect the number of vehicles shown before the time runs out.

If you manage to get an exceptionally good lap time on one of the first 10 levels you will be an "Auto Winner" and will not have to finish the race. Look out for hidden power-ups including extra lives.

HEAD TO HEAD GAME

You race on the same set of 25 courses as the Challenge game, but this time against only one other driver, controlled by the computer. To win the race you need to get ahead of your opponent. Each time you manage to drive off the edge of the screen a BONUS point will be awarded to the player who has travelled furthest along the track. One of the coloured lights in the top left corner of the screen will change to the colour of the BONUS winner. The driver who has all eight lights, or the most lights after 3 laps, wins the contest.

If you lose, you will lose a life and get to try again. If you win, you will move on to the next contest, against a new and tougher opponent.
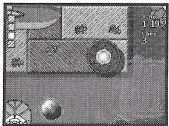
SUPER LEAGUE GAME

There are four divisions, you start in the bottom one, the 4th (sorry!). Each season consists of four races of three laps against the other players in your division, who are controlled by the computer. After each race you will get points depending on your finishing position:

4 points for First place
3 points for Second place
2 points for Third place
1 point for last place

At the end of the season the players with the most points in each division are promoted to the next higher division, and the players with the least points are relegated to the next lower division.

Can you make it to the top of the first division? How few seasons can you do it in?
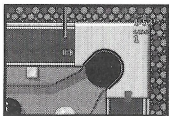
TIME TRIALS GAME

First select your course. Press LEFT or RIGHT to move through the different options, and START when you see the one you want.

Now select the number of laps in each race, 1 or 3. The race begins, and you are on your own - against the clock. Your current time is shown on-screen, along with the all-time record for that race. Practice makes perfect, and even astonishing records can be beaten!

Some Time Trial courses have a Shadow Racer, so that you can race again and again and constantly compare your performance with the best so far, to improve yourself and perfect the race. The shadow follows the path of the best driver this session for the current course only, this is not necessarily the all-time record as the shadows movement is not recorded from one session to the next.

If you make a mistake in a record attempt and want to quit the race, press START followed by A, B and C together.

SINGLE RACE GAME
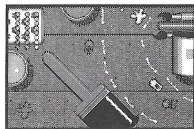
First select your course. Press LEFT or RIGHT to move through the different options, and START when you see the one you want.

The race is a series of rounds, ending with one car (or team) winning a BONUS. When each round starts the vehicles are near the middle of the screen. As the vehicles drive they will get further apart. When a vehicle goes off the edge of the screen he will be excluded from the round unless he has travelled further along the track than the other car(s). As soon as only one vehicle (or team) remains in the race, the round is over.

The vehicles (or teams) each have their own status lights shown on the screen, which change after each bonus round, depending on the finishing positions. These work slightly differently depending on the number of players –

Number of players	Position of lights on screen	Lights change, for finishing position			
		1st	2nd	3rd	4th
2 Player	Top left corner	+1	-1		
3 Player	Top left corner	+1		-1	
4 Player	Each corner	+2	+1	-1	-2
4 Player Teams	Top left corner	+1	-1		

The race is over when...

2 Player   one vehicle changes all the lights to his colour, or one player has more lights his colour than the other after 3 laps. If they are equal after three laps then a Play-Off will start – the next point wins the game!

3 Player   one vehicle turns all his lights on.

4 Player   one vehicle turns all his lights on. To get the top light to change colour you need to come first – second is not good enough!
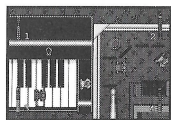
**4 Player Teams**   one team changes all the lights to his colour.

TOURNAMENTS

Choose the type of tournament.

Tournament	Theme
ROOKIE RACES	Beginners tournament
MEGA MIX	Varied selection of vehicles
PRO TOURNAMENT	Some of the fastest and most difficult courses

Each tournament takes you through a fixed series of races, along the appropriate theme. Each race is played in the same way as a Single Race, and the tournament winner is the first driver to get three wins under his belt.
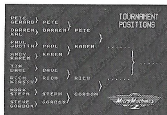
KNOCKOUT

Choose the number of players, from 4 to 16, then choose the drivers. The tournament takes place over 2 to 4 rounds, depending on the number of players. At the start of each round you can select your course. Press LEFT or RIGHT to move through the different options, and START when you see the one you want.

The game consists of a series of races, each with two drivers racing against each other, in the same way as a Single Race. The winner gets through to the next round, the loser is out of the tournament.
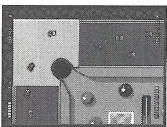
8 PLAYER SHARE GAME

Can be played by 4 to 8 players simultaneously. If there are less than 8 players the remaining cars will drop out of the race. Also, real Micro Machines experts can try this game with 4 players, each racing 2 cars simultaneously!

This is a game for experienced Micro Machines players only, as the controls are a little trickier than usual, but its well worth the effort of getting 8 people together and practised enough to have a go - there is nothing else like it!

First you will see the instructions screen showing all 8 cars in their relative start-grid positions, with control

explanations. They race as 4 teams of 2 cars, each team sharing one controller. Both cars on the same team are the same colour, so keep your eye fixed on your car, or you will go out of control!

The race is similar to a four player Single Race. The team finishing positions for each round are based on the team member that did the best. When there are more than 4 cars still racing the cars cannot collide with each other, they drive "over" each other instead. As soon as there are 4 or less cars in the race "Contact Play" begins, where collision is allowed!

STATS OPTION

Choose the statistics option to see the achievements of each of the drivers. Press UP and DOWN to move through the different drivers. The screen shows the information of the driver currently highlighted.

The screen will show the number of lap records currently held by the driver during Time Trials, the races completed in the one player Challenge, the contests completed in the one player Head to Head, and the highest division reached in the fewest seasons in the one player Super League.

Please be aware that if a players name is changed any achievements that have been gained will be lost. The Time Trial statistics can be recovered by changing the name back to its original setting.

Press START to exit this screen.
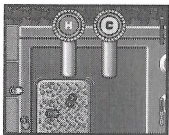
SPECIAL FEATURES

Quick start-offs

At the start of each race you will hear three horns, the last being a higher pitch. The cars can go the moment the third horn sounds. You can rev your engine before this moment by pressing your accelerator button, but the timing is critical for the best get-away. If your revs are too high when the race begins your wheels will spin and you will lose grip for a while, making a slow start. If you accelerate too late you won't get the maximum "kick".

Controller Allocation

For ease of use the game does not distinguish between the four different control ports, so player one can be plugged into Control 3 for example. The controllers are allocated to players when the Drivers are chosen - whoever presses START becomes the player in question.

Non-Volatile Ram (NVR)

This game features a special memory chip called NVR which keeps information permanently. It should work for up to 100 years, which is long after any battery back-up memory system will have failed. The information shown in the Statistics screen is kept in the NVR. If you ever want to clear this memory you need to hold down the buttons A, B, C, and START on the controllers plugged into Control 1 and Control 2, simultaneously, when you are on the main menu screen. (Its meant to be difficult so that you don't lose your valuable data accidentally!)

Points...

After each race in the 2, 3 and 4 player games points are awarded to the drivers depending on their finishing positions.

	1st	2nd	3rd	4th
2 Player	30	0		
3 Player	30	15	0	
4 Player	30	20	10	0
4 Player Teams	15+15	0+0		

During each game-play session the total points score for each driver is recorded, along with the number of races in which he has competed. This way you can play whatever mix of 2, 3 and 4 player races you choose, and as long as everyone takes part in the same number of races you will have an accurate measure of who is doing the best.

Why not make up your own competitions, such as...

"First to 500 points, loser chooses the next course." or *"First to get 100 points ahead, race each course in turn."*

9

A vast Ye, Maties, jump aboard and set sail on an adventure to a magical land of dastardly pirates and buried treasure, a treasure that could make its owner the ruler of the world, the mighty lost gem Emeralda. Gamers play dashing Capt'n Havoc on a bold and fearless quest to rescue their captured friends, Tide and Bridget, from Bernard the Brutal, the most ruthless and wretched scourge of the seven seas. It's a race against black hearted Bernard and his heinous henchman who will stop at nothing to defeat Capt'n Havoc.

* 8 Meg cartridge.
* Challenging levels from snow covered mountain tops to underground caverns.
* 3 difficulty settings.
* Hundreds of diamonds and treasures to collect.
* Mysterious hidden areas to explore.
* Numerous Power-Ups to discover.
* Amazing music and sound effects.
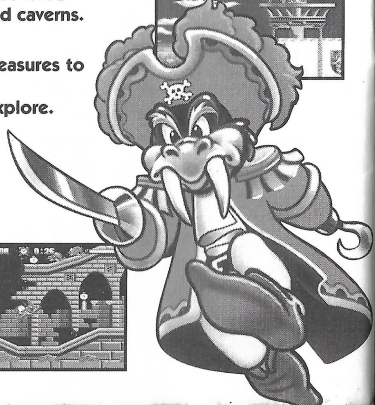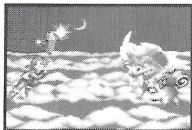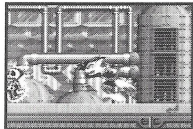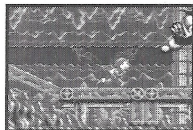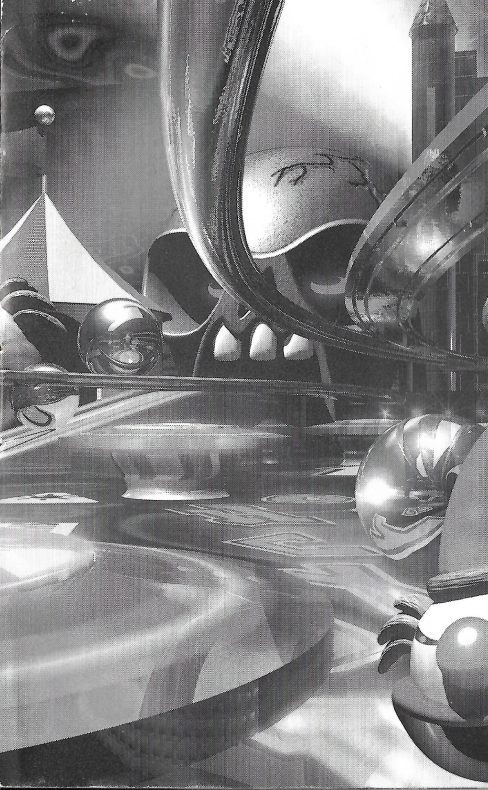
Psycho Pinball is a head-strong, non-stop, screaming ride with enough twists and turns to keep even a pinball maestro gripped. Psycho Pinball takes place over four wickedly designed tables, each with its own theme. On every table there are panel games, as well as highly playable bonus arcade games.

3-BALL

4 INTERACTIVE PINBALL TABLES
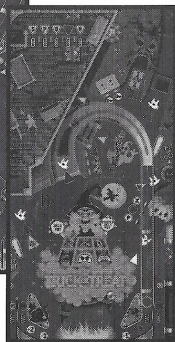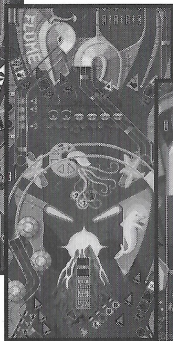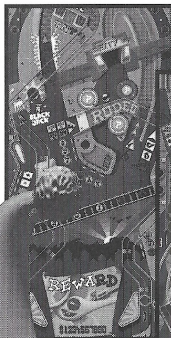
OTHER FEATURES

* Multi-table or Single Table games
* 50 frames a second update rate * Dynamic L.E.D. score panel * 3 Difficulty levels Easy, Normal or Hard * Trigger and Plunger launchers * Double height table

Codemasters ™

14036/UK