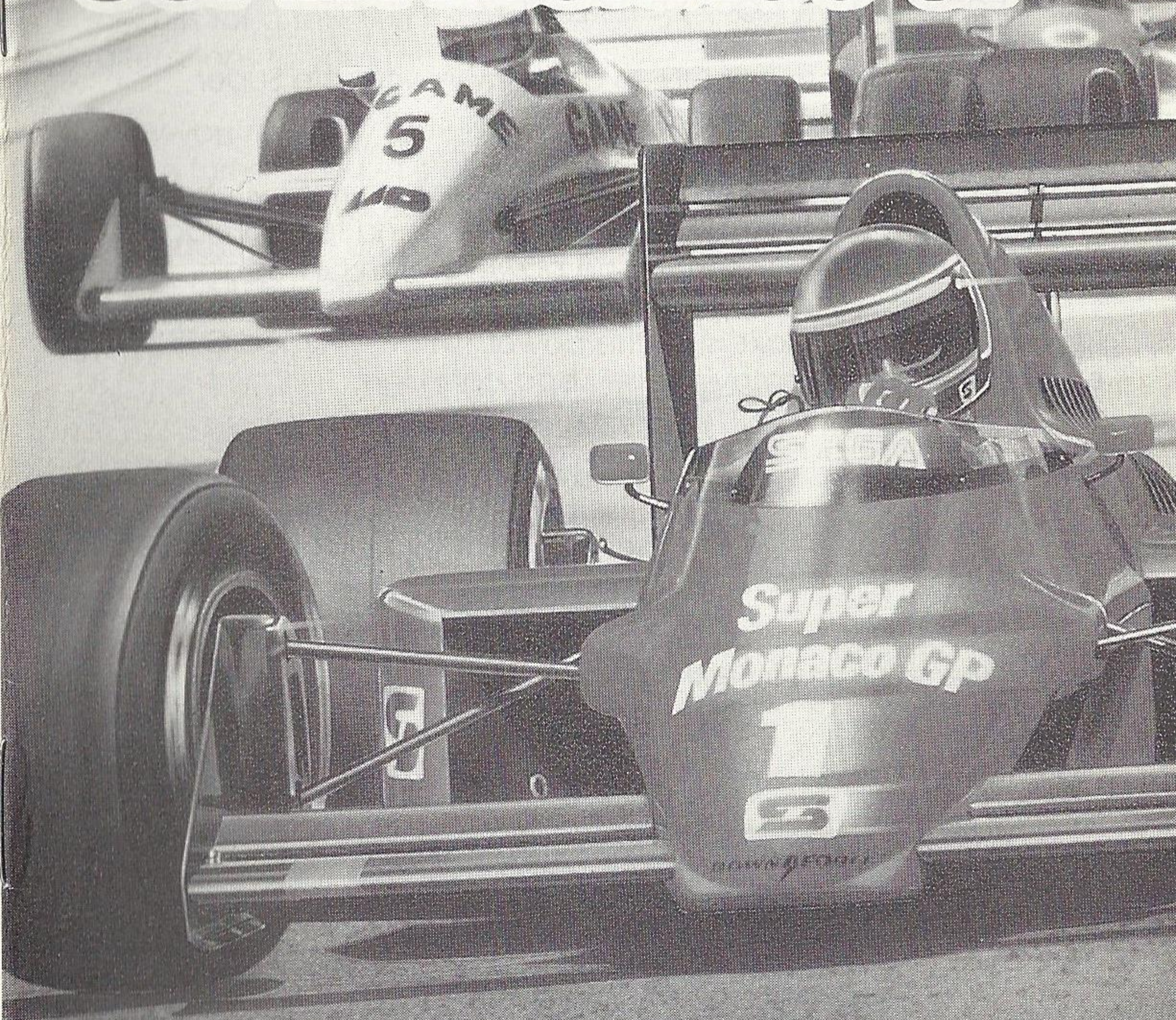


GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

SUPER MONACO GP™



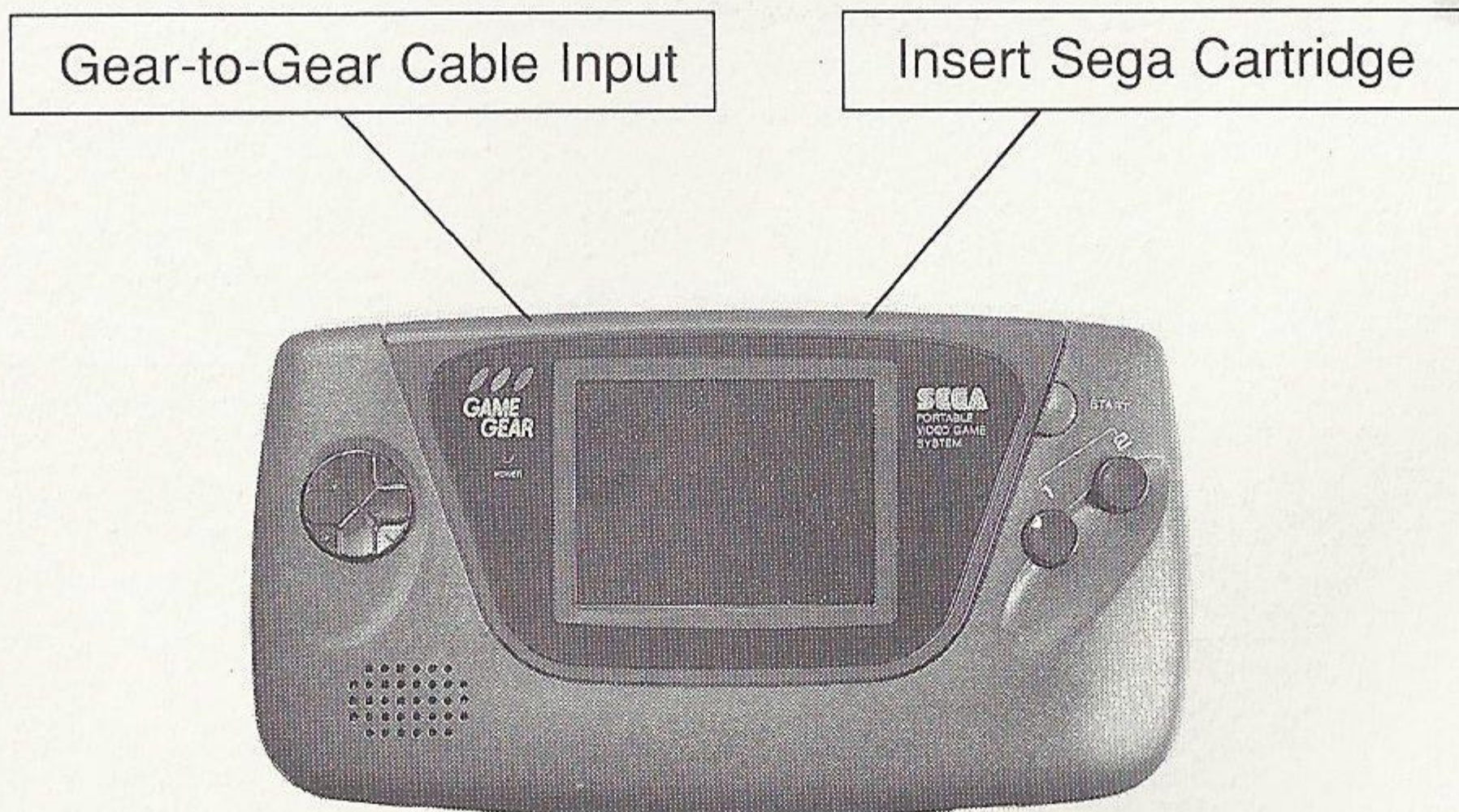
SEGA™

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 Super Monaco GP cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Super Monaco GP Title screen appears.
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: Super Monaco GP is for one or two players.



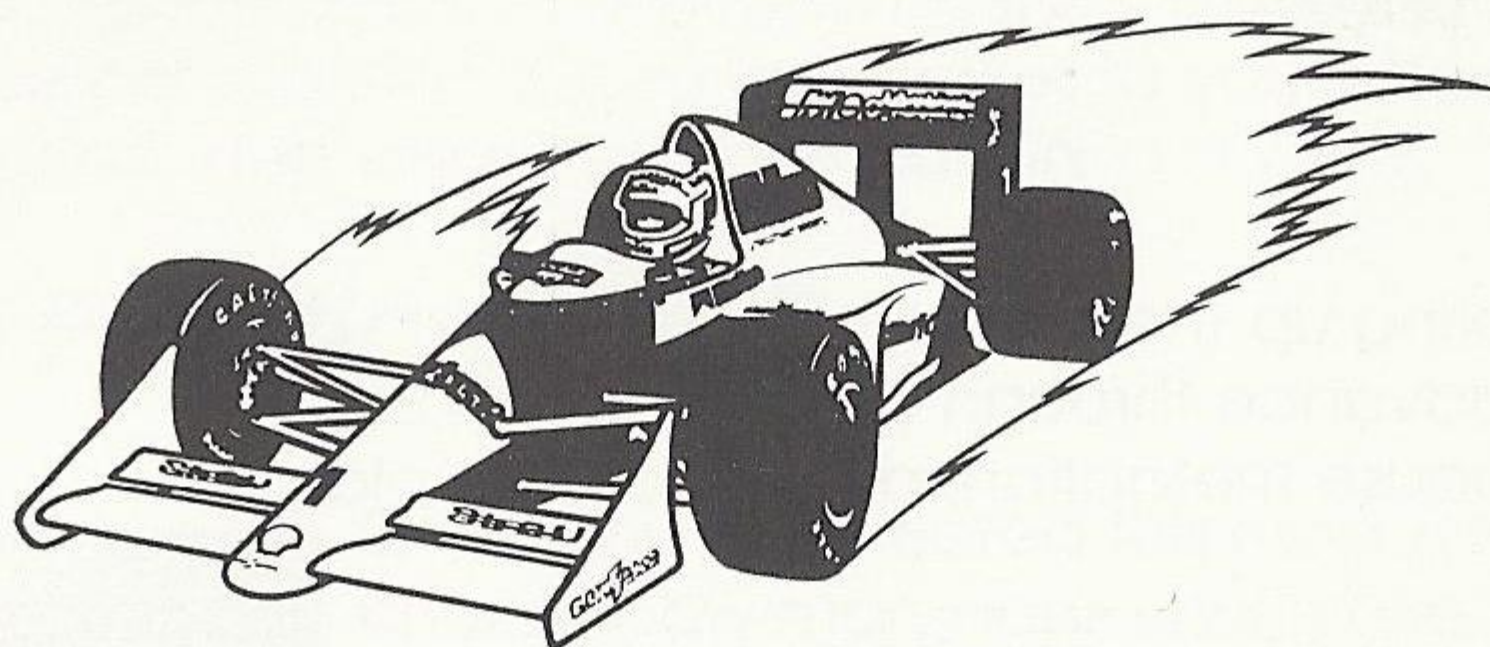
Go for the Glory!



Super Monaco GP, the great racing thriller from Sega, is now playable on the Sega Game Gear. Enjoy the great high-speed action of Grand Prix racing anywhere, any time!

Fix up a "dream car"—choose a wing, engine, tires, and a transmission. Then hit any one of the sixteen Super Monaco circuits for a few test laps. Don't be afraid to make pre-race alterations to your machine.

Now you're ready to take on the top drivers in the world. Make those turns tight! Let it all hang out on the straightaways! Pass those other racers as if they're standing still, and let them eat your dust! Strap on your helmet, fasten your safety belt and don't come back without that trophy!



Twice the Fun!



If you have a friend with a Game Gear unit, the Super Monaco GP game, and a Gear-to-Gear Cable (sold separately), you can go head-to-head in any of three exciting formats. Hours of racing fun await you!

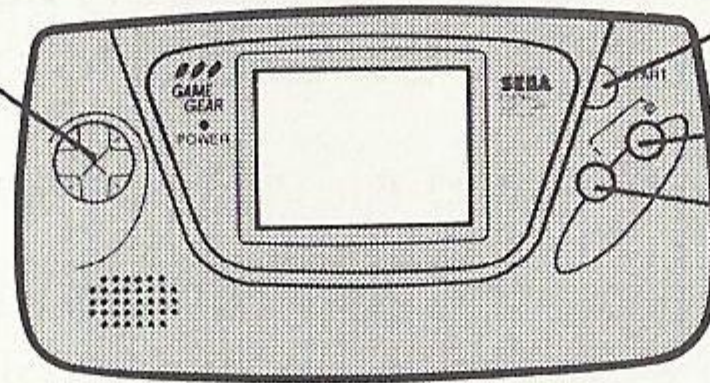
Take Control!



You have to know how to use your Control Buttons before you hit the circuit, or you're asking for trouble!

Directional Button (D-Button)

Start Button



Button 2

Button 1

D-Button

- Press left or right to steer in those directions.
- Press up, down, left, or right to move the selection marker in decision screens.

Start Button

- Press to bring up the Title screen.
- Press to advance through decision screens.
- Press to pause the action, and to resume play.

Button 1

- Press to advance through decision screens.
- Press to accelerate (Automatic transmission).
- Press to shift down (7-speed transmission).
- Press to open or close windows during the Setting procedure.

Button 2

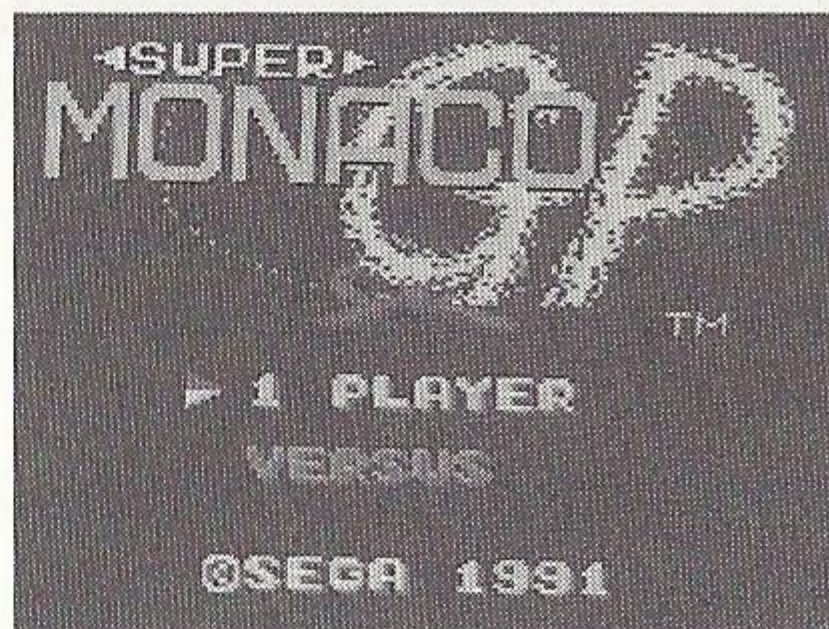
- Press to advance through decision screens.
- Press to use your brakes (Automatic transmission).
- Press to shift up (7-speed transmission).
- Press to enter your selections during the Setting procedure.

Getting Started



Press the Start Button when you see the Sega logo. The Title screen appears next. To select a 1 Player or Versus game, use the D-Button to move the selection marker next to your choice. Then press the Start Button to enter your selection.

NOTE: You cannot select the Versus game unless you have connected two Game Gear units (see page 10).

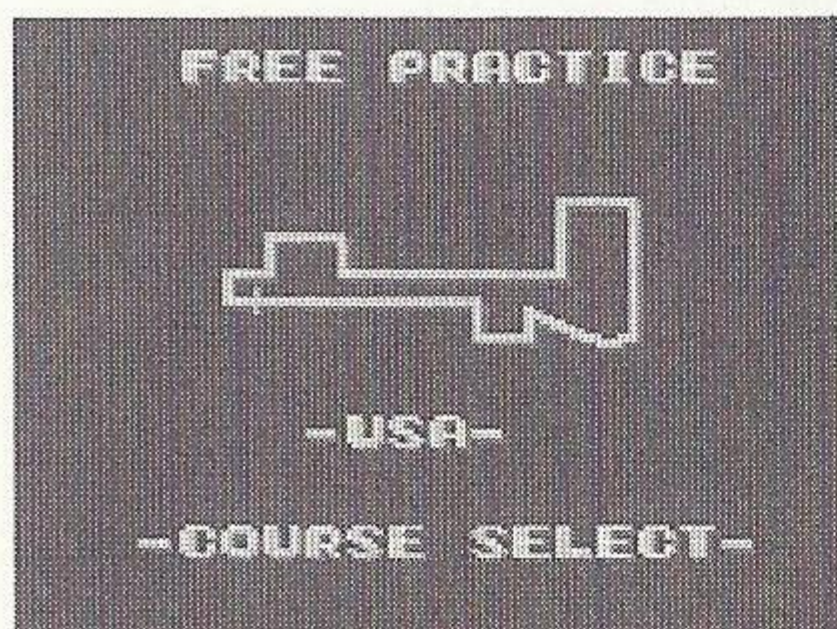


The Mode Select screen gives you the option of taking a few trial laps around any of the sixteen courses, or jumping right into the fierce competition. Move the marker to your choice using the D-Button, and press any other button.

Free Practice



Once you've selected this mode, you can choose how many laps you'll take. Press the D-Button left or right to move the marker next to 1, 3, 5, or 7, and then press any other button to enter your choice.



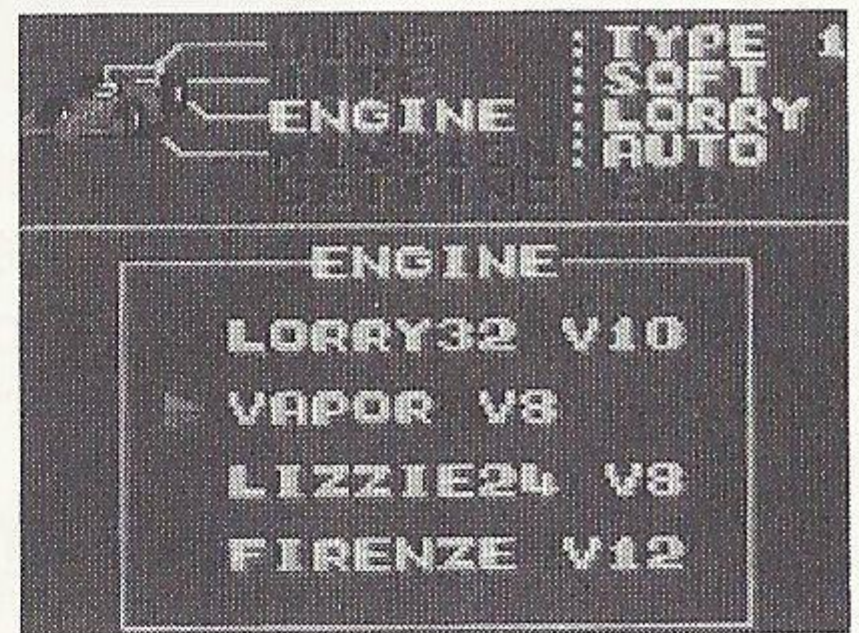
Here's where you choose the course on which you'll practice. Press the D-Button up, down, left, or right to reveal the course diagrams. Once you've settled on one of them, press the Start Button, Button 1, or Button 2 to continue.

You must now decide whether or not you're ready to hit the track. Choose Setting to make alterations to your race car. If you go directly to the track by selecting Free Practice, this is how your car is set up:

Wing: TYPE 1
Tire: SOFT
Engine: LORRY32 V10
Transmission: AUTOMATIC

If you decide to make some changes, choose Setting and the screen appears. Press the D-Button up or down to highlight a category, and press Button 1 or 2 to open the window.

Once you've found what you want in the window, move the marker to your choice using the D-Button, and press Button 2. If you have opened a window and decide that you don't want to change anything, press Button 1 to close it. In any case, check the Status Board at the top of the screen to make sure that you've properly selected everything you want. When you're done making changes, press the D-Button down so that Setting and End are highlighted, and press any other button.



Wing: Type 1 is a light wing that doesn't help your speed much, but gives you good control in the turns. Type 2 is heavier and makes turning difficult, but boosts your top speed.

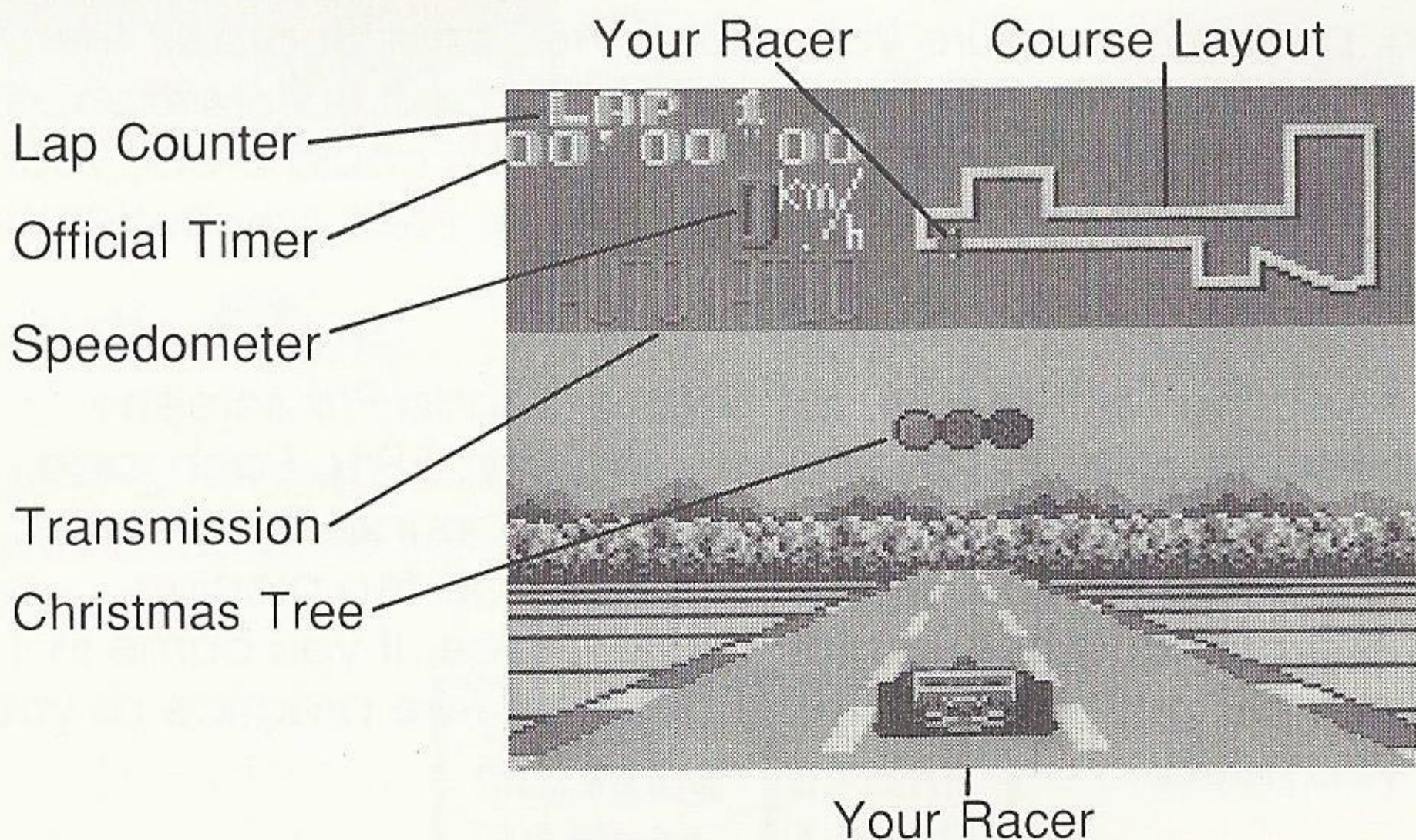
Tire: Soft tires give you better traction than Hard tires, but aren't as durable.

Engine: The following chart will help you to select the right engine. On the left are the engine names. The center column shows each engine's top speed, and the column on the right describes its acceleration ability.

Lorry32 V10	290 km/h	Quick
Vapor V8	300 km/h	Fairly quick
Lizzie24 V8	310 km/h	Fairly slow
Firenze V12	321 km/h	Slow

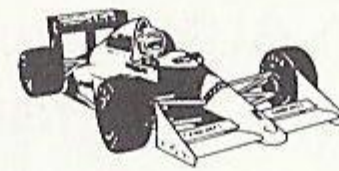
Mission: You may select an Automatic or a 7-speed transmission. An Automatic is easier to control, and lets you worry more about the track. More experienced racers can choose the 7-speed, as it gives you better acceleration and speed control.

You have one last chance to make changes before you take your practice laps. If you forgot something, reselect Setting. If you're ready to go, choose Free Practice and the next scene you see will be your machine at the starting line.



When the light on the "Christmas Tree" turns green, be ready to go! You can use these practice laps to get used to your car, or even as unofficial time trials. Watch the timer and the speedometer in the upper left corner of the screen, and rate your own performance. When you have finished all of your scheduled laps, your lap times are displayed. Compare your best time in practice with your time in the Grand Prix series around the same course. Do you have nerves of steel, or do you wilt under pressure? After you've taken a few spins and consider yourself ready for the ultimate challenge, go for the trophy in the Grand Prix mode. Good luck!

Meet the Challenge!



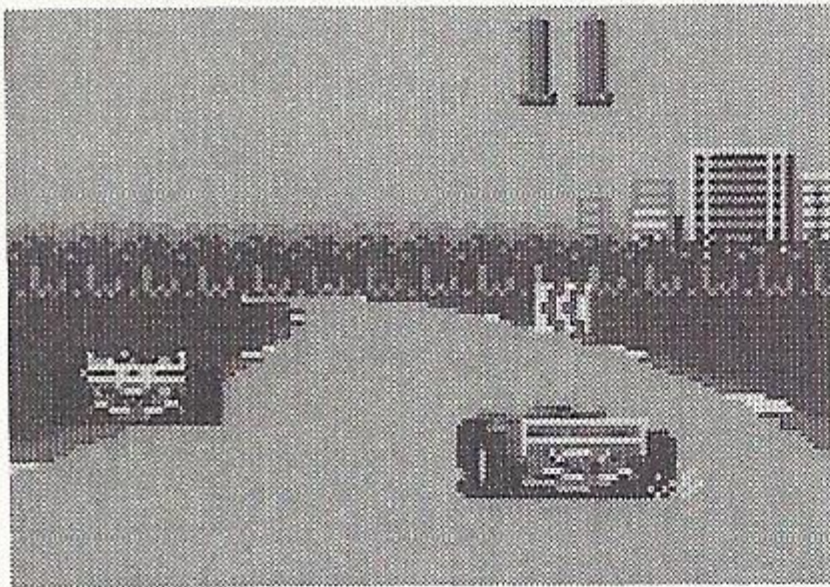
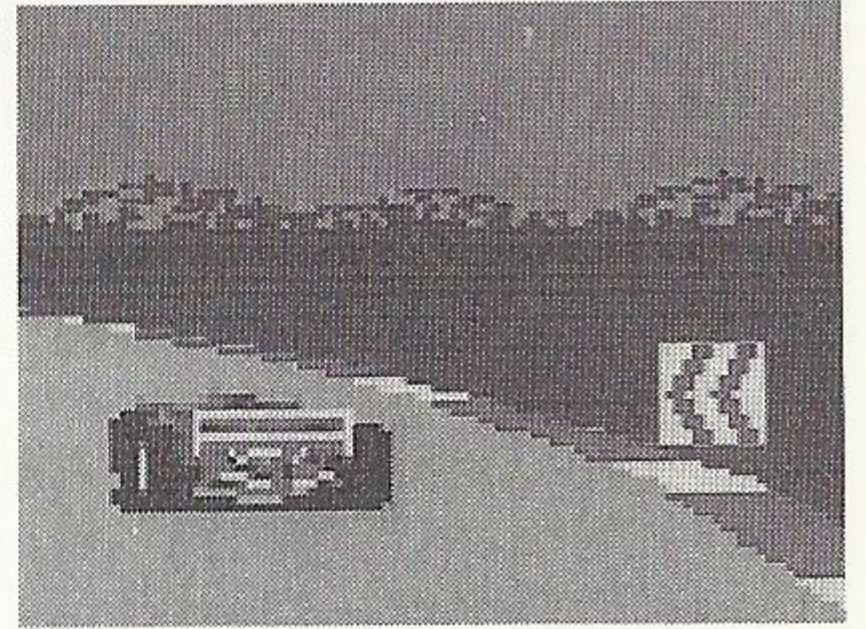
Choosing Grand Prix at the first Mode Select screen brings up the preparation screens. The F1 Grand Prix series consists of sixteen races, at tracks in countries all over the world. The first race takes place on the rather long Brazilian GP course. Look at the diagram and think about how to attack the course, and then select Setting in the box below.

The choices here are the same as in the Free Practice mode. Again, please make sure you check the Status Board at the top of the screen. Finding out you have a 7-speed transmission when you thought you had chosen an Automatic could break your concentration as the race gets underway! Press any button to exit.

After selecting Setting End, the Setting/Grand Prix screen reappears. To take the plunge, select Grand Prix. Each race consists of three laps around a particular course. Should you finish in the top six, you receive points. A top ten placing automatically qualifies you for the next race. If you come in 11th or worse, the game is over. Take as much free practice as you think you need!

You and your "mean machine" appear at the starting line, waiting impatiently for the light on the Christmas Tree to turn green. If your transmission is an Automatic, press and hold Button 1 even before the light changes. This will give you the best possible start!

As you race, watch for signs indicating curves. They appear on both sides of the track, and should give you ample time to slow down. There are billboards as well— they don't give an inch if you run into them! Try to keep your car between the red and white lines whenever possible. You'll also notice that your speed decreases if you ride on these lines.



If there's a car in front of you when you're approaching a turn, you may not have enough room to pass safely. The best move is to take the turn properly, and then catch the car ahead of you at the next straightaway. Remember, your opponents all envy you for being able to drive such a powerful car! You can outrun all of them on a straightaway!

Results

There are 14 cars entered in the Super Monaco Grand Prix series. However, only the top 6 finishers in each individual race receive points.

1st Place	9 Points
2nd Place	6 Points
3rd Place	4 Points
4th Place	3 Points
5th Place	2 Points
6th Place	1 Point

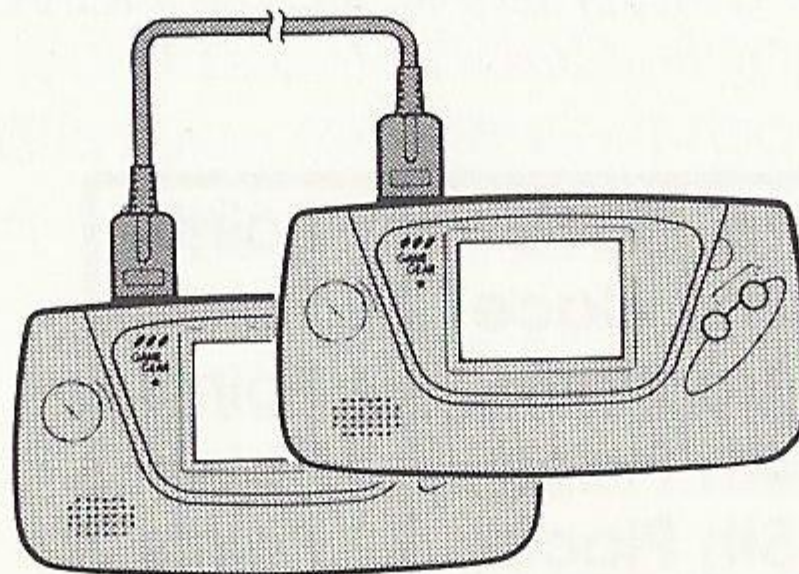
After each race, the results are posted. The time it took you to complete three laps around the track appears at the top. Divide this by three to figure your average lap time. How does it compare with your practice spins? Next you see your finishing position and the number of points it's worth to you. At the bottom of the screen, the total number of Grand Prix points you've accumulated so far is displayed. Press Button 1 or 2, or the Start Button to bring up the introduction screen for the next round of racing. You may once again make changes to your race car, but take a look at the track diagram first!

-ROUND 1-	
TOTAL TIME	02' 40" 79
RANKING WINNER	9 PTS.
TOTAL POINTS	9 PTS.

The winner of the sixteen-race series is the driver who has, naturally, completed all races, and accumulated more points than anyone else. Are you the next superstar F1 driver, or just another pretender?

Two Games in One

Experience the thrills and spills of high-speed racing by competing against a friend! You must each have a Game Gear unit, the Super Monaco GP game, as well as one Gear-to-Gear Cable (sold separately). Connect the Game Gear units with the Gear-to-Gear Cable as shown in the diagram. Be sure that the power on both Game Gear units is off. Then carefully insert the game cartridges, and turn the power on. The Versus Title screen appears after the Sega logo.



There are three modes to choose from. You can accept the challenge of the Grand Prix mode, go one-on-one in the Vs. Battle format, or try a Handicap race. Move the marker to your choice using the D-Button, and press the Start Button.



Grand Prix

The format for the sixteen-race series is the same as for one player. In this case, player one (the player who selects the mode on his/her Game Gear) starts the race from the 13th position, and player two begins in 14th. Both racers can continue running unless they finish 11th or lower in the same race. Should one player come in 12th and the other finish 6th, both racers qualify for the next run. Battle each other, the track, and the other racers, and get those Grand Prix points! Check the results after each race to keep tabs on your private competition. (Refer to pages 9-10.)

NOTE: Either player can perform mode selection functions.

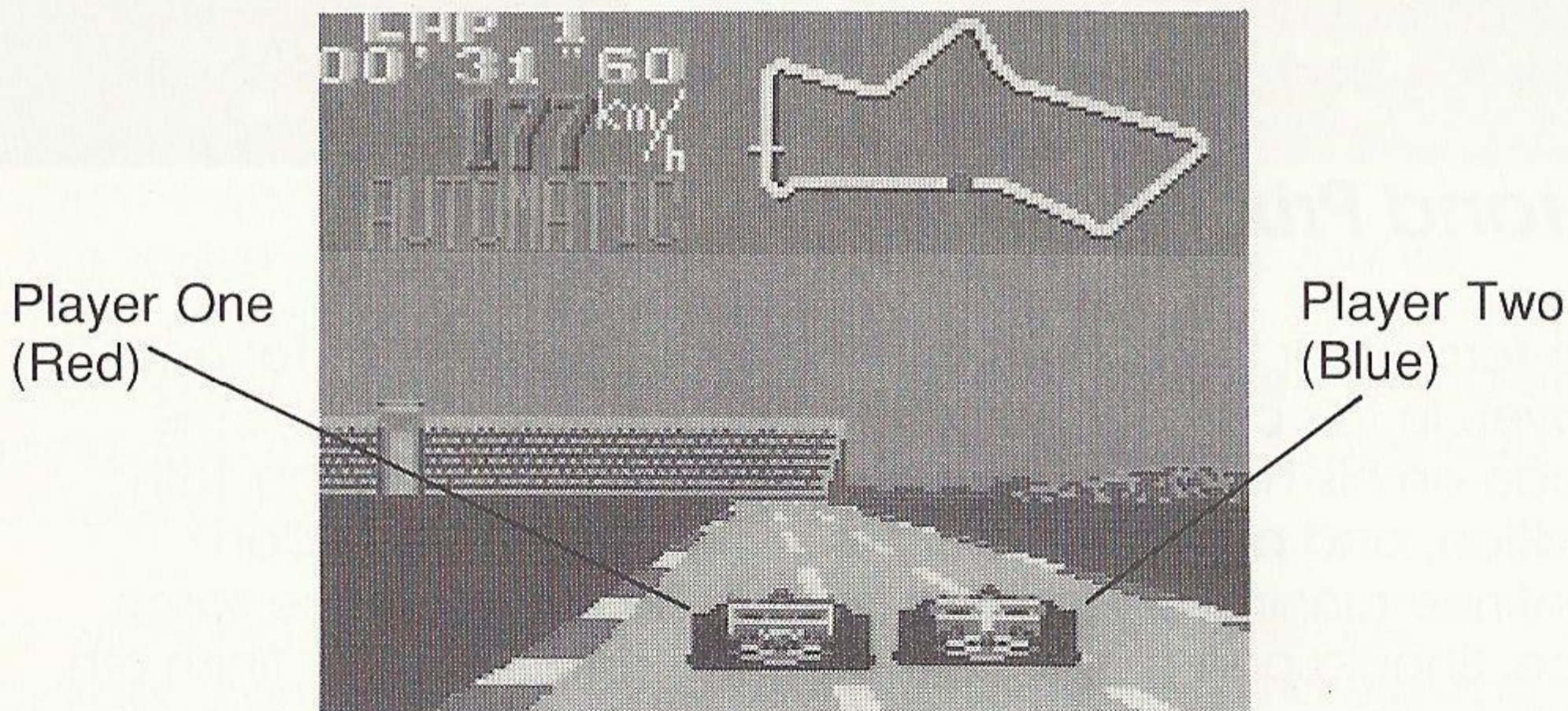
Setting procedures are the same as in a one-player game.

Vs. Battle

This mode pits the two of you against each other in a no-holds-barred contest! After selecting Vs. Battle at the Title screen, you choose the number of laps you'll race. Move the marker next to your choice using the D-Button, and press Button 1 or 2 or the Start Button. You must now choose the number of times you'll battle each other (use the same procedure as in lap selection).

NOTE: For the first race, player one (the player who selected the Vs. Battle mode) can make the other selections. From the second battle on, the loser of the previous race is able to make the choices. Setting procedures are the same as in a one-player game.

The two of you are all alone out there— a test of skill and will. Try to best your opponent, but don't let the track get the best of you!



After each individual race, the results of that battle appear. When all battles are finished, the award presentation takes place. Congratulations, or better luck next time!

Handicap

This mode is similar to the Vs. Battle mode, with one notable exception— the only choice you have regarding the make-up of your car is the transmission (Automatic or 7-speed). You can also choose the course, the number of laps and the number of times you'll race each other, but you can't make any other changes to your machine!

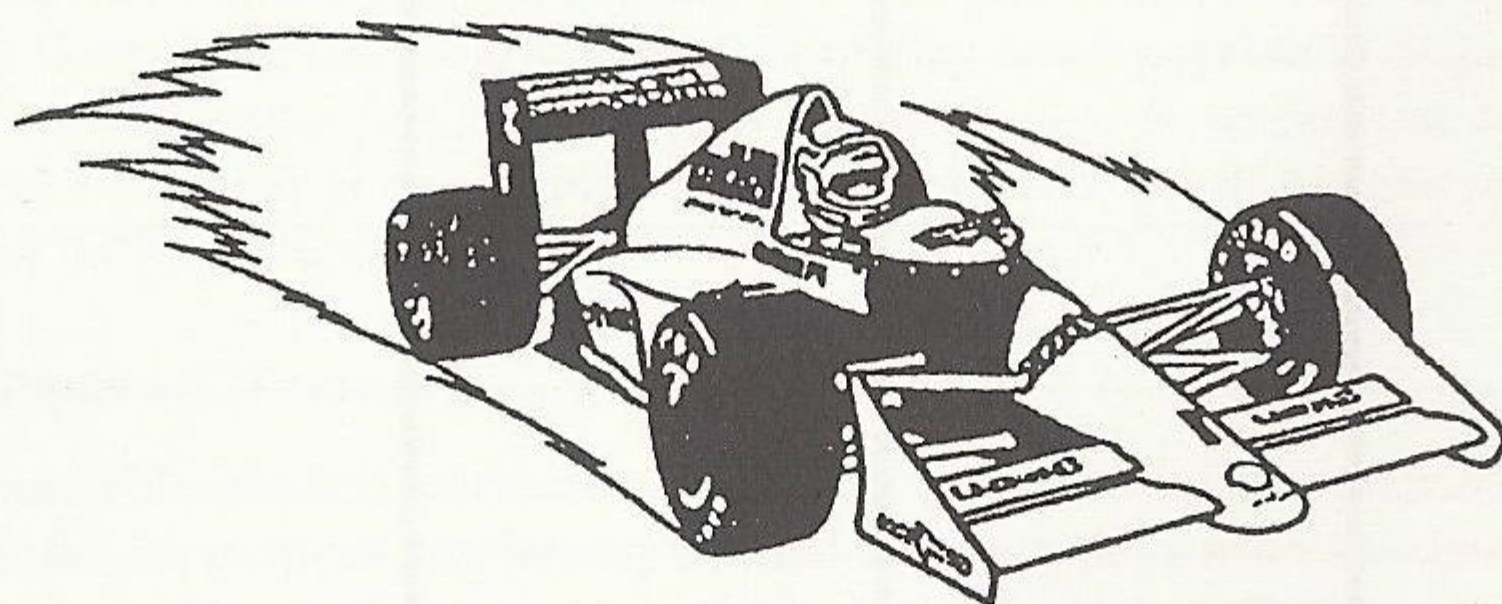
Speed Bumps

- Practice on every course at least once. The competition and the difficulty level of the race course increases as you get to the later rounds of the Grand Prix.

- While in the Free Practice mode, don't concentrate all of your energy on setting speed records. There are other cars on the track with you— get your passing techniques down first.
- For game play information, call 1-415-871-GAME.

*****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.



Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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

Our Consumer Service Department is in operation seven days a week. **DO NOT RETURN YOUR 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, 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 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 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.

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GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

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