

**FERRARI**

**GRAND PRIX CHALLENGE**



The ultimate in head-to-head, split-screen Ferrari racing competition!

SEGA GENESIS  
16 BIT CARTRIDGE

**DRIVE,  
SHOOT,  
SMASH &  
STEEL!**

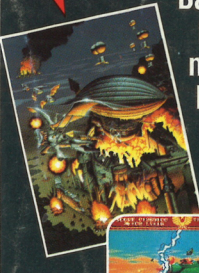


**SUPER SMASH TV.**



Based on the arcade smash!—Win the ultimate prize... your life!

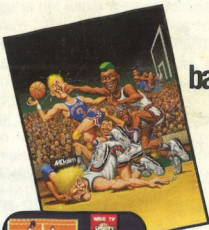
**FLYING EDGE**



**STEEL EMPIRE**

Battle in the future that might have been — the Age of Steel!

**ARCH RIVALS**  
THE ARCADE GAME



It's an all-out basketbrawl with "in your face" real arcade action!

**FERRARI**

**GRAND PRIX CHALLENGE**



**FLYING EDGE**

SEGA GENESIS  
16 BIT CARTRIDGE



**INSTRUCTION MANUAL**

A Division of Acclaim Entertainment, Inc. 71 Audrey Avenue, Oyster Bay, N.Y. 11771

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

## Handling The Sega Genesis Cartridge

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

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

# THE ULTIMATE RACE THE ULTIMATE CAR

It's showtime. And this is as big as it gets on this planet: the *Grand Prix World Championship*.

What's more, you're doing it in Formula 1's legendary machine, the Ferrari 643.

Get ready to wave past crowds of thousands. And get set to roar around killer hairpin turns and slide through sinuous switchbacks. Brake hard and downshift coming in — and punch it coming out.

Skate to the pits for repairs and fuel. Then scramble back in to pick up your position.

The Grand Prix's 16 world class tracks span 6 continents and take up to nine months to complete. If you win the first one, don't get too comfortable. There are 15 more to go. And if you're trailing in the beginning, keep pushing. Because there's plenty of time to come from behind...and take it all.





# 16 CUSTOM CARS 16 COMPLETE COURSES COUNTLESS COMBINATIONS

*Ferrari Grand Prix Challenge* gives you more ways to race than any other game in its class.

Pick the real thing, the championship race, or pick practice runs anywhere in the world. Or how about some break-neck, head-to-head competition with your friends?

You can choose your car and your driver. You can even decide how to position your opponents in the line-up.

You can control the weather. Make it cloudy and slick — or opt for a downpour. Then pick the right tires and practice under the worst of conditions.

When it comes to customizing your car, *Ferrari Grand Prix Challenge* gives you more options than you can shake your stick-shift at. Choose from four custom tires, three types of suspension, wings and brakes. You can even select your engine type. Plus, you can pick from two types of automatic and manual transmissions.

This is as close to real Formula 1 racing as you've ever played. So take your position and take it away.

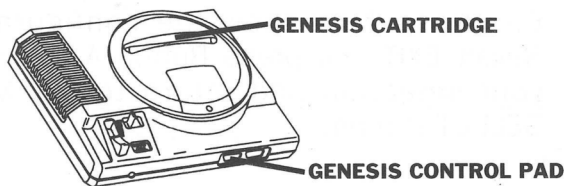
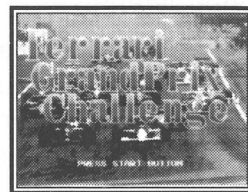
# AT THE STARTING LINE

## Loading

1. Start your GENESIS™ System as described in the instruction manual. Plug in the Control Pads.
2. Make sure the power switch is OFF. Then insert the *FERRARI GRAND PRIX CHALLENGE™* cartridge into the console, pressing it down firmly.
3. Turn the power switch ON. In a few moments the Sega screen appears.
4. Press Start when the title screen appears.

**Important:** If the Sega screen doesn't appear, turn the power switch OFF.

Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.





# STARTING OUT

Move the Directional Button up or down to select a mode. Then press Button A.



## Grand Prix World Championship

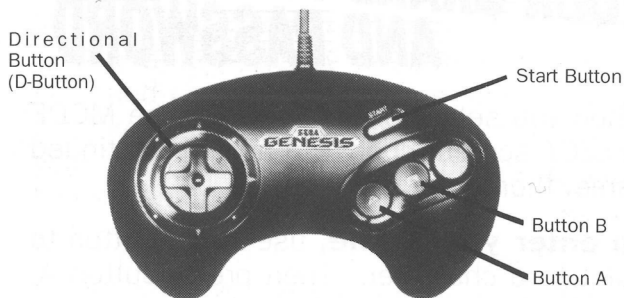
— Pick this when you're ready for the real thing! Sixteen killer courses in 16 different countries. Pick up points at every track and go for The World Championship.

**Practice Race** — Start wherever you want, with 20 courses to choose from. You can even pick your car, customize it and control the weather.

**Time Trial** — For split-screen, one-on-one competition, pick this. Play against your friend or pick a computer competitor.

**Options** — Here's where you can change what the controls do. Move the D-Button up or down to select an option from A through E. Press A to show the configuration. Select EXIT and press Button A to confirm your selection and return to the MODE SELECT screen.

# AT THE CONTROLS



## Directional Button (D-Button):

Maneuvers car right and left when driving\*  
Moves cursor when making selections

**D-Button Up** — Up Shifts

**D-Button Down** — Down Shifts

## Start Button:

Begins Play  
Pauses/Unpauses Game

## Button A:

Accelerates Car  
Confirms Selections

**Button B** — Stops car

\*For more detailed driving instruction, see *Behind the Wheel*, page 16-17.



# YOUR GRAND PRIX NAME AND PASSWORD

When you select *Grand Prix* from the MODE SELECT screen, choose a new or continued game, then enter your name.

**To enter your name**, use the D-Button to point to a character. Then press Button A. When all your letters have been entered, point the arrow to END and press Button A.

**To enter your password**, you must first have written it down from a previous game. Enter the code letters as described above. When all the letters have been entered, press Button A.

If the password isn't right, you'll get a PASSWORD ERROR message.

# PULLING RANK

When you're racing in the *Grand Prix* mode, you're automatically assigned to a rank. D-ranked cars are the easiest cars to drive, A-ranked cars are the most difficult. As your racing improves, you'll be assigned to higher ranks.

In *Practice Race* and *Time Trial* you can select whatever rank you like. In *Grand Prix* racing, you can only select the ranks allowed.

**To choose a rank**, use the D-Button to point to a rank. Then press Button A. You will then be given a choice of teams and drivers.

**To select a driver**, use the D-Button to point to one of four drivers. Then press Button A. You will then go to the "Starting Positions" screen.





# TAKE YOUR POSITION

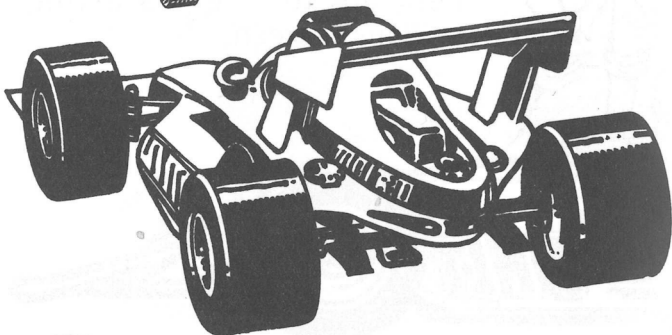
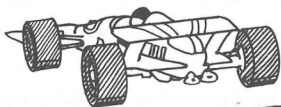
This "Starting Positions" screen is found in Practice mode only.



**To pick a driver,** press the up/down D-Button, until the desired driver is shown. Then tap Button A.

**To pick a position,** press the right/left D-Button until the position number you want is flashing.

**To position driver,** press Button A to place the driver that is pictured, in the number position that is flashing.



# ABOUT THE DRIVERS

**R. Cousen.** Racing for Bally. This friendly Englishman may charm you in the pits. But look out. Once on the circuit, he'll smile as he sizzles past you towards the finish line.

**B. Simson.** Racing for Holoran. Simson, a native Australian, has been in the circuit for about five years. This is his second Grand Prix. And he's determined to make it his first championship.

**A. White.** Running for Ferrari. This All-American racing jock is the hottest guy in the circuit right now. With two Grand Prix Championships under his helmet, he's simply awesome.

**C. J. Dupre.** Driving for Johnson. Don't let the fact that this Frenchman's a newcomer fool you. He's young. He's got a real handle on hard turns. And he's fearless.

**M. Perllo.** Racing for United. This veteran racer's got a string of victories as long as a Grand Prix circuit. Born in Italy, he's been in and around cars his whole life. And it shows.

**T. Crews.** Hired by Tyger. As a top competitor, this young Californian is quickly

gaining speed. Almost as fast as he gains against his opponents on the track. You'll be seeing more of him.

**S. Hendro.** Racing for Lipton. A major contender in the South American circuit, this is his first Grand Prix. Passing this guy isn't easy. He's got a rep for impenetrable blocking.

**T. Morton.** Contracted by Minieri. A bit of a cult hero in his homebase of England, Morton is known for his daredevil moves and his borderline unethical strategies. Watch him!

**R. Hatton.** Running for Cudera. Don't let his pretty boy appearance fool you. This Australian champ is a killer competitor. Especially on the tighter tracks.

**C. Broota.** Racing for Bracchi. This Hungarian veteran cut his teeth on the treacherous tracks of Eastern Europe. So everything else is a piece of cake. Don't let him eat you alive.

**J. Nolen.** Hired by Lourde. Don't let this mild-mannered Canadian fool you. He's a real shark on the circuit. And he's especially adept at driving in foul weather conditions.

**T. Fugi.** Driving for Sorrei. This Japanese superstar was trained in the Ninja school of driving. He's fast, sly and satisfied with nothing less than the number 1 position.

**N. Skalka.** Racing for Lechter. Some say this Belgian rookie is still just a brat. But what he lacks in experience, he makes up for in guts, speed and sheer enthusiasm.

**C. Albert.** Contracted by Katan. This one-time champ from Canada has had a few rough years. But he still has quite a few tricks up his sleeve. Move over!

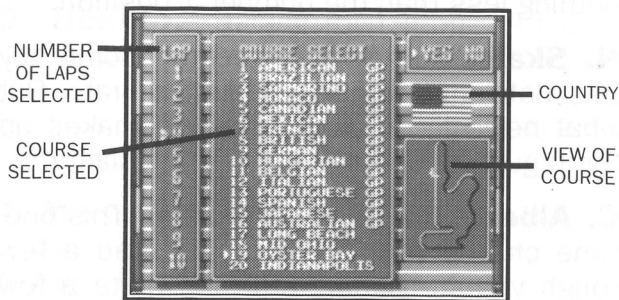
**W. Trager.** Racing for Winona. This is Trager's seventh Grand Prix. In fact, this burly German has won it twice. There's no substitute for experience.

**Y. Hikita.** Driving for Fosters. One of the most sought-after of all Japanese racers, he's got style, skill and speed — though not necessarily in that order. For Hikita, racing is war.





# GETTING ON COURSE



In *Practice Race* and *Time Trial*, you can pick the courses you want to race. The first 16 courses are actual Grand Prix circuits. The last four courses are there just for extra challenge and fun.

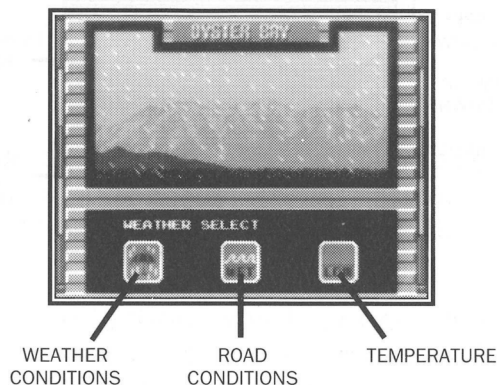
For more detail on the individual courses, see *The Grand Prix Circuits*, pages 20-25.

**To select the number of laps**, press the D-Button up or down and press Button A.

**To select a course**, press the D-Button up or down to select a country, then press Button A. The country's flag and an overhead view of the track will then be shown. Press Button A to continue. Or use the D-Button to indicate "NO" and select a different country.

# WEATHERING IT OUT

In the *Grand Prix World Championship* mode, you are given a weather report — which, of course, you can't do anything about. But in the *Practice Race* and *Time Trial* modes, you can actually control the weather!



**To change the weather**, press the D-Button right/left until the desired combination of conditions is shown. Then press Button A.

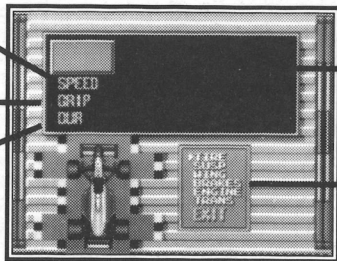
# CUSTOMIZE YOUR CAR

The Formula 1 Grand Prix rules are fairly strict. But there is still room for customization. And sometimes the modifications you make in the pits can improve your performance on the track.

TOP SPEED  
UP or DOWN

GRIP UP  
or DOWN

DURABILITY



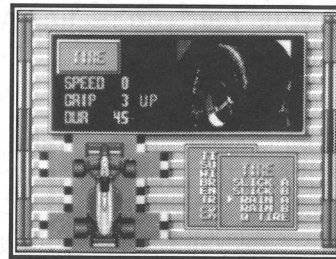
VIEW PARTS  
HERE

SELECT  
PARTS  
HERE

This “Car Customizing” screen is available in all three modes.

**To pick a car part to customize,** move the D-Button up/down. When the arrow is pointing to the desired car category, press Button A.

Next you will see a list of customizing choices. For example, when you pick TIRE, you'll see the following:



**To pick a custom part,** move the D-Button up/down. When the arrow is pointing to the desired part, press Button A.

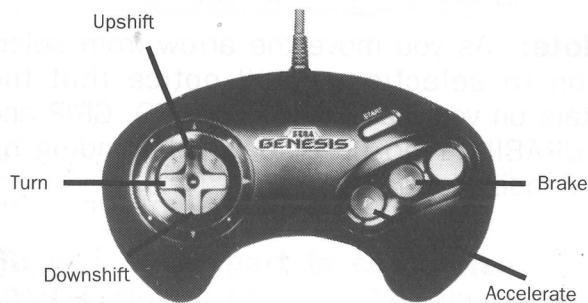
**Note:** As you move the arrow from selection to selection, you'll notice that the stats on your car change. SPEED, GRIP and DURABILITY go up or down depending on the modification.



# BEHIND THE WHEEL

Now that you've met your opponents, chosen your courses, modified the weather and customized your car, you're finally ready to get behind the wheel.

The game is designed with the following controller specs. But if you want to change them — make Button B the accelerator instead of Button A, for instance — you can do it by selecting **OPTIONS** from the **MODE SELECT** screen. (See *Options*, page 4.)



**TO ACCELERATE** — Press Button A .

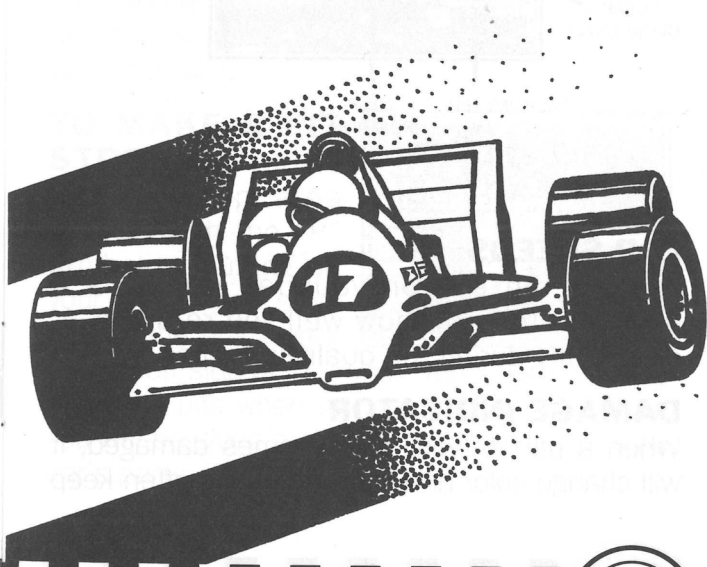
**TO SHIFT TO A HIGHER GEAR** — Press the D-Button UP.

**TO SHIFT TO A LOWER GEAR** — Press the D-Button DOWN.

**TO BRAKE** — Press Button B.

**TO STEER RIGHT OR LEFT** — Press the D-Button right/left.

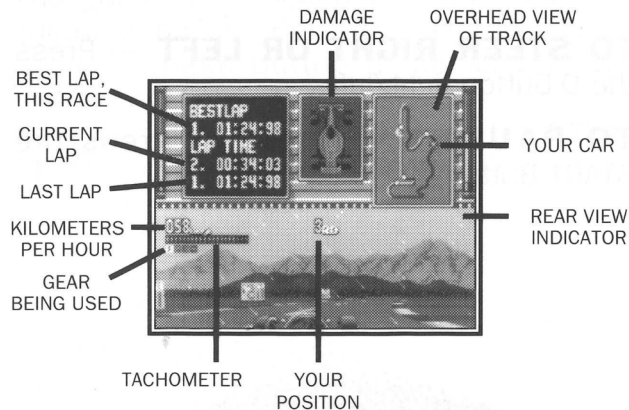
**TO PAUSE/UNPAUSE** — Press the START Button.



# THE RACING SCREEN

In addition to keeping your eyes on the road, you'll also have to concentrate on the screen to keep up.

Take a look at what's what on the screen:



## LAP SPEEDS

Keeping an eye on your lap speed is a good way to know how well you're doing — especially during the qualifying races.

## DAMAGE INDICATOR

When a part of your car becomes damaged, it will change color and flash. You can often keep

going with a damaged car, but your performance will be drastically reduced. Depending on your position in the race and the amount of time left, you may or may not wish to make a pit stop for repairs. (See *Pit Stops*, below.)

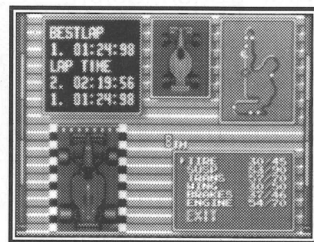
**CURVE INDICATOR** — When you're approaching a serious curve, this indicator gives you plenty of warning. It even lets you know in which direction you'll need to turn.

**REAR VIEW INDICATOR** — Warns you of approaching cars. A yellow car is approaching at a distance; an orange car is gaining on you; a red car indicates that it's right on top of you.

**PIT STOPS** — The white lines on the overhead view of the track shows you where the pit stops are.

## TO MAKE A PIT STOP

Pull up to the Pit Stop area marked with the "P" symbol by putting on your brakes and stopping in the black area on the left side of the road. You'll automatically enter the pits when you come to a stop. Here you will be given a chance to repair any of your car's parts, if you have the time.





# THE GRAND PRIX CIRCUITS

## American

This is a street circuit, riddled with 90° turns and a couple of killer hairpins. Passing can be tough — especially against unsportsmanlike competitors. The combination of tight turns and hot asphalt takes its toll on your tires — so you may have to plan for a pit stop.

Length.....2.28 miles

## Brazilian

Tight, twisty curves bracketed by a couple of flat-out straight-aways lets this course wreak havoc with your transmission. One second you're tackling a hairpin curve in first gear, followed by a slightly gentler one in third. And in the next second you're barrelling down a long left-hander in seventh gear!

Length.....2.699 miles

## San Marino

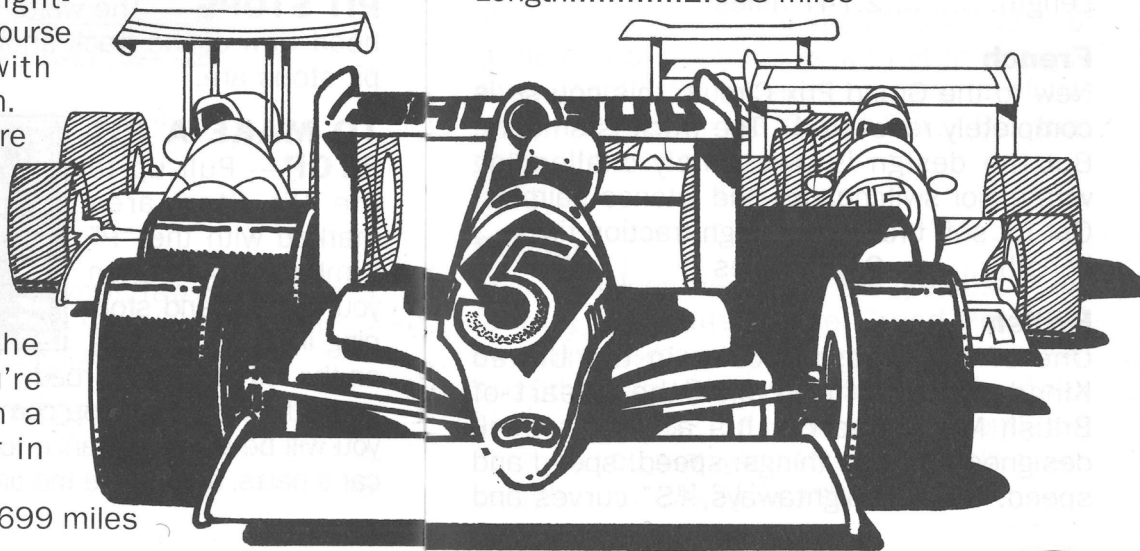
You're going to need good traction for this one. It's a series of blind "S" curves and bumpy terrain. You'll pick up speed on the straightaways, if you don't mind not being able to see over the tops of the hills. Just hang on and try to keep from spinning out.

Length.....3.132 miles

## Monaco

It's tight, tight, tight on either end of this elongated track, with one of the most killer double switchbacks in the entire Grand Prix. The dips, bumps and manhole covers beg for a soft suspension. And good luck passing in this one. Like we said, it's tight!

Length.....2.068 miles



## Canadian

One of the fastest and most bizarre of all the Grand Prix Circuits. Flat open straightaways plunge quickly into tight switchbacks. You're going to need hard brakes on this one — because it's a lot of stop and go.  
Length.....2.753 miles

## Mexican

This track is 6,000 feet above sea level — which makes you lose 20% of your power. But you make up for it with a reduction in “drag.” There's some hard braking, so select brakes accordingly. And there are plenty of bumps and lumps, so opt for a softer suspension.  
Length.....2.747 miles

## French

New to the Grand Prix Circuit, this course is completely renovated. The track is smooth. But the design is awesomely challenging with major switchbacks and intense hairpins. Opt for soft brakes and high traction tires.  
Length.....2.654 miles

## British

One of the oldest circuits in the United Kingdom, it's often called the “Heart of British Motor Sport.” It's a no-frills track designed for three things: speed, speed and speed. With straightaways, “S” curves and

hard corners, this track has it all. And you'll have to give it your all to beat it.  
Length.....3.202 miles

## German

Some say this is one of the most dangerous tracks in the Grand Prix Circuit. Partly because it's shrouded in a pine forest, which makes it difficult for cars to see or be seen. And partly because you can build up such speed on the oversized straightaways, that you can lose your pacing and spin out.  
Length.....4.227 miles

## Hungarian

This sinuous circuit, which winds its way through a large natural bowl, can't be taken at a flat out pace. In fact, it's a maze of corners and switchbacks with little straightaway relief. So it tends to be one of the slower tracks in the Grand Prix. But that doesn't make it any easier!  
Length.....2.466 miles

## Belgian

Many consider this one of the greatest — and fastest — circuits in the Grand Prix. Its sweeping corners let you round them in 5th and 6th gears. But it also has a couple of hazardous hairpins. The weather is frequently wet here, so you may want to drive on rain tires.  
Length.....4.313 miles





## Italian

To many Italians, motor racing isn't a sport – it's a religion. And this magnificent Grand Prix circuit is sacred ground – especially when you're driving a Ferrari. The track starts out fast – but get ready for some second gear turns and hard braking. Ciao!

Length.....3.604 miles

## Portuguese

Switchback after switchback and incline after incline make this one tough track. Even the straightaways are filled with bumps. And this track is as hard on your car as it is on you. Keep checking your gears, brakes and tires.

Length.....2.703 miles

## Spanish

This new circuit was designed for speed and variety. So it has everything from second gear hairpins to 200 mph straightaways. Its surface is smooth so you can get away with a tight suspension. And the weather is usually hot and dry.

Length.....2.950 miles

## Japanese

Set amidst a combination amusement park and country club, this unusual

circuit is the only figure 8 course in the Grand Prix. In fact, it's actually two tracks that can be linked together depending on the event. There are several first-gear turns combined with 190 mph charges. So plan for tire stops.

Length.....3.641 miles

## Australian

The final Grand Prix circuit and one of the most challenging. It's filled with kinks and quirks and it's murder on your gears and tires. But because it's the end of the line, there's a constant "party" atmosphere surrounding it. So go ahead and have some fun.

Length.....2.349 miles



# BONUS TRACKS

Want to get a little extra practice? Here are four BONUS TRACKS you can race on — just for the fun of it.

## Long Beach

Race out in the warm California sun among the surfers and sailors. This is a good place to take the kinks out of your hairpin maneuvers.

## Mid Ohio

If you want to improve your prowess under adverse weather conditions, work out here. You'll learn when to use which slicks and which rain tires.

## Oyster Bay

Beautiful Oyster Bay is the home of the world-famous electronic entertainment company, ACCLAIM. It's also a great place to get a grip on your championship racing skills.

## Indianapolis

One of the most famous racing circuits on the planet. Perfect your racing technique here and you can take it anywhere.

## Motor Racing Tips

- Beginners should start with one of the automatic transmissions. After gaining some experience, switch to the manual for extra speed.
- Finish all qualifying laps to get the best possible qualifying time.
- Be sure to brake around the hard turns. It is better to take a turn slowly than to crash into a sign.
- The qualifying tires offer the best grip so be sure to use them when qualifying.



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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

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Name: \_\_\_\_\_

Phone: ( ) \_\_\_\_\_ Date: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

1. Game title: \_\_\_\_\_

2. Who purchased this game?  Male  Female Age \_\_\_\_\_

3. Who plays this game the most?  Male  Female Age \_\_\_\_\_

4. Why was game purchased for player? \_\_\_\_\_

Self-purchase  Requested gift  Unrequested gift

5. How did you hear about this game? \_\_\_\_\_

Friend  Radio  TV  Newspaper  Magazine Ad

Game Review  In-Store Display

Played Before Buying  Arcade  Sales Person

6. How would you rate the game play? \_\_\_\_\_

1 2 3 4 5 6 7 8 9 10 (Best)

7. How would you rate the graphics? \_\_\_\_\_

1 2 3 4 5 6 7 8 9 10 (Best)

8. Which kind of game do you like the most? \_\_\_\_\_

Action  Role Playing  Sports

Simulation  Maze/Puzzle

9. How often do you play coin-op arcade games? \_\_\_\_\_

Never  Sometimes  Frequently

10. What game/computer systems are in your household? \_\_\_\_\_

NES  Super NES  Genesis  Game Gear

Game Boy  PC (IBM or other)

11. How many times a month do you rent video games? \_\_\_\_\_

12. Which magazines and comic books do you read? \_\_\_\_\_

13. Comments: \_\_\_\_\_

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