

## TO RETIRE FROM THE EDIT RACE

Every time the player reaches the finish line, the following message will appear:

Push the LEFT button when competing again on the same circuit. To come off of the EDIT course, push the RIGHT button to cause the TITLE to return. The course created is deleted when exiting from the EDIT MODE. In the EDIT circuit, there is no Parts Shop.

CHALLENGE THE SAME COURSE ?  
YES, PLEASE PUSH LEFT BUTTON.  
NO, PLEASE PUSH RIGHT BUTTON.

## RACING PARTS SHOP

Here, the necessary items used to convert your machine are available. To obtain them you must make yourself a ranking competitor racer and earn points.

When you have sufficient points to buy parts, you will automatically proceed to the Parts Shop. There, decide whether to buy something or continue racing without making a purchase.

### PARTS LIST

When you do not want to obtain the parts just yet, bring ⇐ to the position alongside EXIT, push the START button, and return to the track.

To buy any desired item, maneuver ⇐ to the position matching it and push the START button. After completing your purchase, move ⇐ beside EXIT, activate the START button, and resume competition once more.

The parts obtained can be used for the next race. However, after it is finished, they will disappear, thus necessitating your scoring additional points to buy the same item again.

POWER UP	
YOUR POINTS	280 PTS.
MENU	PRICE
EXIT	
ACCELERATOR	100 PTS.
HANDLING	150 PTS.
ENGINE	200 PTS.

# World Grand Prix™



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## 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

Do not get wet!

Do not bend! Do not subject to any violent impact!

Do not expose to direct sunlight! Do not damage or disfigure!

Do not place near any high temperature source! 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.



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# SEGA

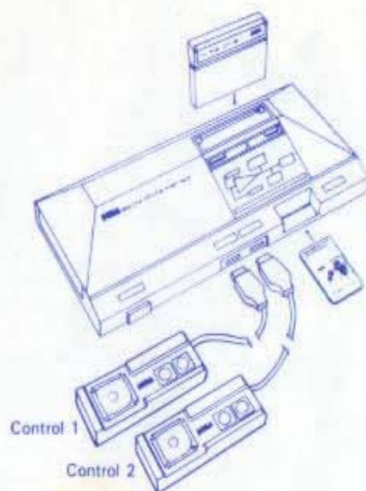
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## READ THIS BEFORE YOU START

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

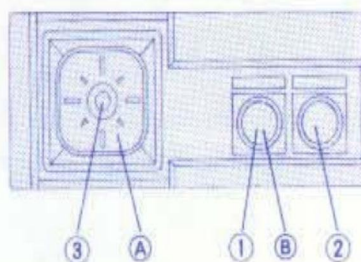
## HOW-TO-USE SEGA CARD MEGA CARTRIDGE

- 1 Make sure that the POWER SWITCH is "OFF".
- 2 Next, insert the SEGA CARD or MEGA CARTRIDGE into the SEGA MASTER SYSTEM (see the illustration).
- 3 Turn the POWER SWITCH "ON". If nothing appears on the screen, check to see that the insertion as described in the above point is properly made.
- 4 After using, first be sure to turn the computer's POWER SWITCH "OFF" and then pull out the SEGA CARD or the MEGA CARTRIDGE and put it in its case for safe storage.



## WHEN PLAYING BY USING THE CONTROL PAD

- (A) DIRECTION CONTROLLER
- (B) START button
- ① BRAKE
- ② ACCELERATOR
- ③ ← → STEERING WHEEL
- ↑ GEAR SHIFT LEVER



## HOW-TO-PLAY

### PURPOSE OF THE GAME

You as a Formula 1 driver are about to challenge the world's 12 most famous racing circuits. On each course, there is a specified time limit, and finishing within this allotted time period will earn you a ranking of 6th or better and points. To win the race, the player must set a record.

### GAME OVER

When the clock runs out before reaching the finish line, the driver will be disqualified and not allowed to participate in the next circuit's competition.

### CONVERSION OF THE CAR

By saving up the earned points, the player can purchase many powerful parts and equip his racing car with them.

## STARTING THE GAME

By turning the POWER switch of the POWER BASE "ON", the TITLE screen appears.

- 1 By using the CONTROL PAD'S DIRECTION CONTROLLER, bring ⇒ to the position matching START or EDIT and push the START button.

- Select LEVEL. To choose the race's LEVEL.

- ⇒ LEVEL 1
- LEVEL 2
- LEVEL 3

By using the DIRECTION CONTROLLER, move ⇒ to the position matching START or EDIT and push the START button.



①

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## STARTING THE RACE

The circuit on which the player is to compete and the specified time limit will be displayed. The key to making yourself a ranking player is to remember the course's outline when racing. With this committed to memory, push the START button.

Your starting position is 4th.

When the START lamp becomes blue, accelerate so that your car's throttle is wide open.



## PRECAUTIONS TO BE TAKEN ON THE TRACK

### —GEAR—

Your F-1 GEAR LEVER can be shifted to change speed from LOW to HIGH and vice versa.

To run at the desired speed, the appropriate GEAR which corresponds to the speed should be chosen.

- 0 - 150 KPH ..... LOW
- 150 - 130 KPH ..... HIGH

### —BRAKE—

In the case of a potential collision, step on the brake before your car crashes with the opponent's. After deceleration, pay attention to the SPEED METER and the GEAR as well.

### —PASSING—

Normally, the "OUT-IN-OUT" and "SLOW-IN FAST-OUT" techniques are the ones most frequently used by the competitor's cars. Closely watching the opponent's movements enables the player to skillfully overtake him.

### —CURB—

On the red or white curbs, the car's speed decreases. Quickly move away from there to avoid any time losses. Paying attention to this advice will greatly help you to win the race.

### —CRASHING—

A collision occurs when the player's machine makes contact with the opponent's car. Although he can start again from that particular position where the accident took place, he loses much precious time. Beside the course, there are advertising signs. Hitting these also results in your crashing. Going off the track is very dangerous.

## SELECTION OF THE RACING CIRCUIT

The first race can take place on any one of the 12 countries' courses. By using the DIRECTION CONTROLLER, choose your racing circuit.



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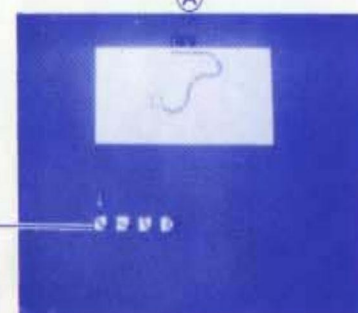


## EDIT

When EDIT is chosen at the start of the game, the EDIT MODE appears.

### EDIT MODE

- (A) FINISH LINE & START
- (B) COURSE PARTS

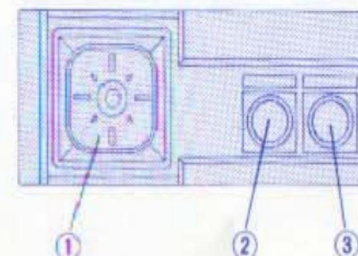


(B)

## CONTROL PAD for EDIT

- 1 SELECT PARTS  
The homestretch is displayed. By using the DIRECTION CONTROLLER, move to the right and left, and select one out of the several course parts available.
- 2 SET  
Push the SET button and connect the part to one end of the homestretch. If it protrudes from the track, "PUSH DEL BUTTON" will be displayed on the screen. Push this button and delete the illfitting part.
- 3 DEL (DELETE)  
Connect the parts one after another until they finally reach the other end of the homestretch.

When a complete endless circuit is finished, the following message will appear:



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When EDITing again, push the RIGHT button. If the created racing track is satisfactory, push the LEFT button. The screen changes to the LEVEL SELECTION, where you may choose the desired LEVEL. In this race, no points are earned.

