

### CAR RACE CARTRIDGE GAME INSTRUCTIONS

This Car Race Cartridge offers an exciting Grand Prix De Monaco colored racing game for 2 players. The game is selected through the push button switches on the Video Computer Game Master Unit.

#### TO INSERT CARTRIDGE

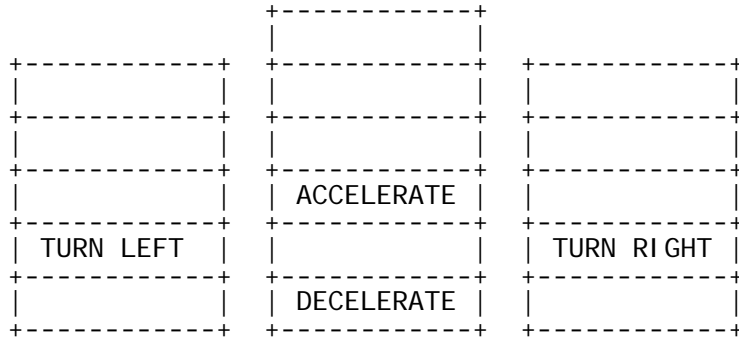
- (1) Check to see that the Power Switch on the Master Unit is OFF.
- (2) Hold the Car Race cartridge so that the name on the end is towards you and read right side up.
- (3) Insert the cartridge CAREFULLY into the slot in the center of the Master Unit switch panel. Be sure the cartridge is firmly seated, but do not try to force it.

Important: To prolong the life of your Video Computer Game System and protect the electronic components, the console unit should be OFF when inserting or removing cartridge.

#### HOW TO USE CUSTOMIZED GAME OVERLAY

There are two customized game overlays with special keys' functions printed on the surface are supplied with the Car Race Cartridge. Player should place the overlay directly onto the left and right remote controller keyboards and presses the relevant keys when playing the game.

#### CONTROLLER KEYBOARD LAYOUT



#### HOW TO PLAY GRAND PRIX DE MONACO

- (1) Insert the Car Race cartridge on the Video Computer Game Master Unit.
- (2) Place the customized game overlays onto the left and right controller keyboard.
- (3) Turn the Power Switch to ON position.
- (4) Push RESET Switch to show GRAND PRIX DE MONACO playfield. (see Fig. 1)
- (5) Push START button to start the game. (The count down timer on the screen starts counting from 4 minutes).
- (6) Object of the game.  
To score as many points as possible in completing as many laps as possible in 4 minutes.
- (7) Scoring  
It is a game for two players. When the game starts, 2

Monaco Grand Prix (Europe).txt

racing cars appear on the upper right corner of the playfield colored in cyan and blue (for left and right respectively). (see Fig. 2) The motion of the racing car is controlled by 4 push-button keys (ACCELERATE, DECELERATE, TURN LEFT and TURN RIGHT) on the remote controller keyboard.

Player should start the engine by pressing ACCELERATE. The racing car attains velocity from low speed gradually. (see Fig. 3) When releasing the key, speed will be maintained constant in a level which depends proportionally to the time of key pressing. However, a maximum speed is attained.

When this limit is reached, no more increase in speed will be possible even pressing ACCELERATE any longer. The DECELERATE key has similar function, but is used to reduce the speed and reverse the racing car.

In order to rotate the car, player should press TURN LEFT or TURN RIGHT key skillfully. The game is 4 minutes long with the first two minutes competing in a round the track environment and the last 2 minutes in the open road. (see Fig. 4)

Points are scored by completing sections of the track in the first 2 minutes. When the 2 minutes are reached the game will switch to the open road scene.

The car are controlled the same as before. Players are to steer their cars from the left to right. The one to arrive the right side first will get a point. New segments of the city will move in as the cars progress from left to right. (see Fig. 5) When a point is scored the cars will be reset and another random scene will be displayed. The game will end when time counter runs to zero. (see Fig. 6) The one who gets highest score wins the game.

[Car Race Screenshot]  
Fig. 1

[Car Race Screenshot]  
Fig. 2

[Car Race Screenshot]  
Fig. 3

[Car Race Screenshot]  
Fig. 4

[Car Race Screenshot]  
Fig. 5

[Car Race Screenshot]  
Fig. 6

Version 1.0 (June 4, 2002) - OCR and re-typing by Adam Trionfo from scanned instructions provided by Stefan to Ward Shrake. Note: a few spelling errors from the original manual have been corrected, but most spelling and grammar mistakes have been left untouched (they have NOT been introduced in the re-typing process); this adds to the "charm" of the original system manuals.