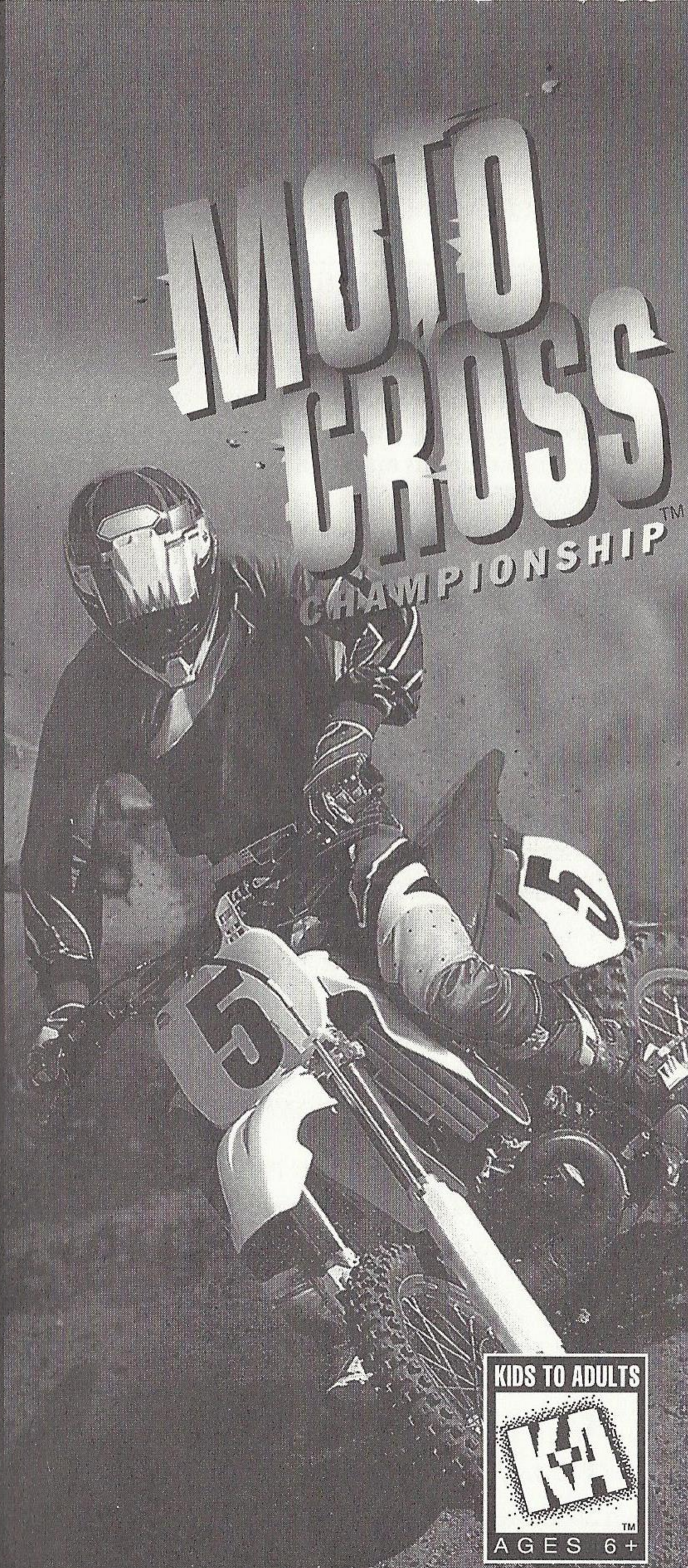
SEGA™

32X™

GENESIS

INSTRUCTION MANUAL

NFL QUARTERBACK CLUB™



KIDS TO ADULTS

AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVS

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.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on 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 break during extended play, to rest yourself and the Sega cartridge.

SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

Table of Contents

Starting Up 2
Motocross Championship 3
Summary of Basic Controls 4
Set-Up Menu 4
- Players 5
- Level 5
- Music 5

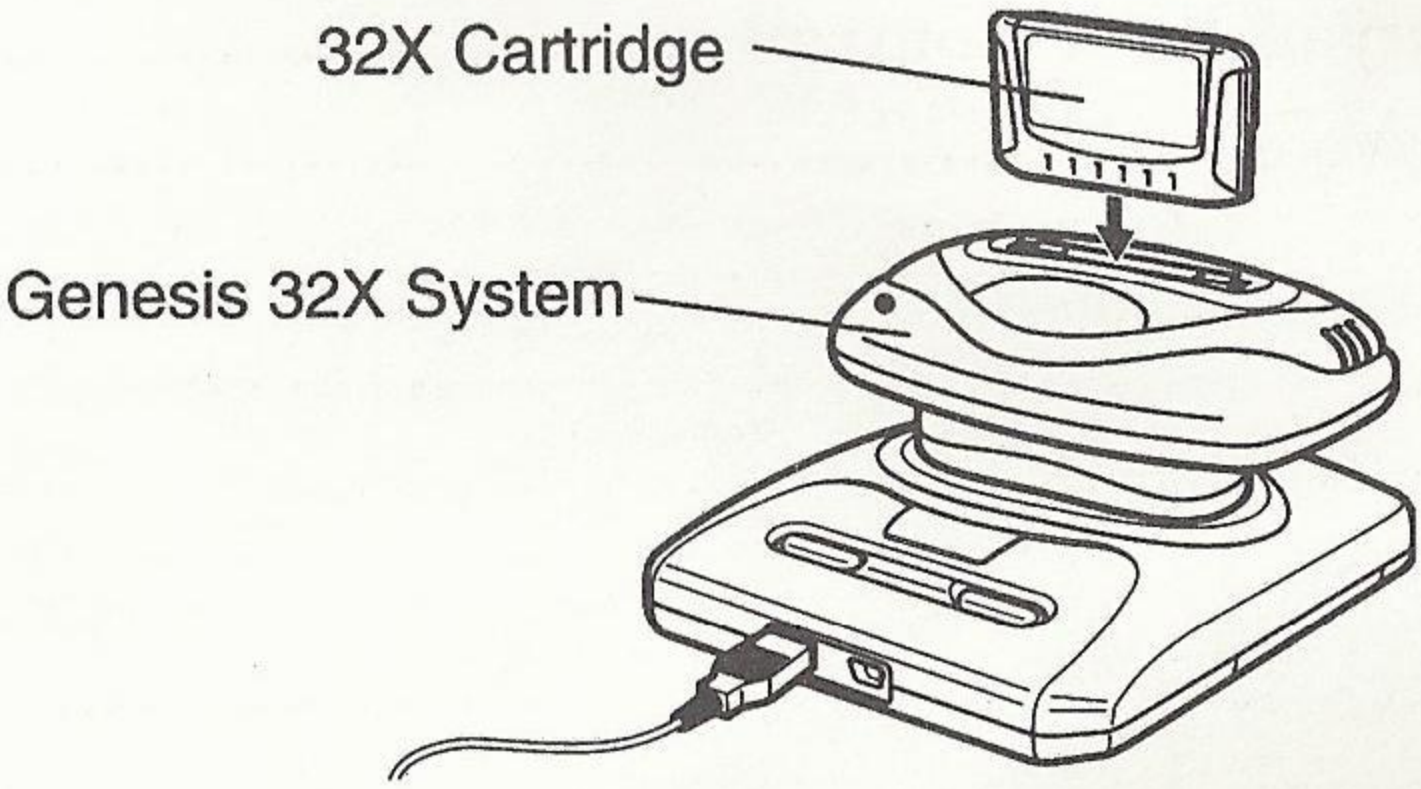
Practice Mode 5
- Track Selection 6
- Bike Selection 6
- The Bikes 7

Season Mode 7
- Password Entry 8
- Season Standings 9

Prize Money 10
The Race 11
Rider Control 11
- The Gas 11
- The Brake 12
- Steering 12
- Leaning Forward 12
- Pulling Up 12
- Punching and Kicking 13
- Aerial Acrobatics 13

Wobbling 14
Wiping Out 14
Competitors 14
Terrain 16
Special Moves 17
Credits 19
Limited Warranty 21

STARTING UP



1. Set up the Genesis and 32X system and plug in Control Pad 1. For two player games, plug in Control Pad 2 also.

2. Make sure the power switch is OFF before you insert *Motocross Championship* into the 32X console. Press the cartridge down **firmly**.

3. Turn the power switch ON and wait for a moment for the Sega introduction screen.

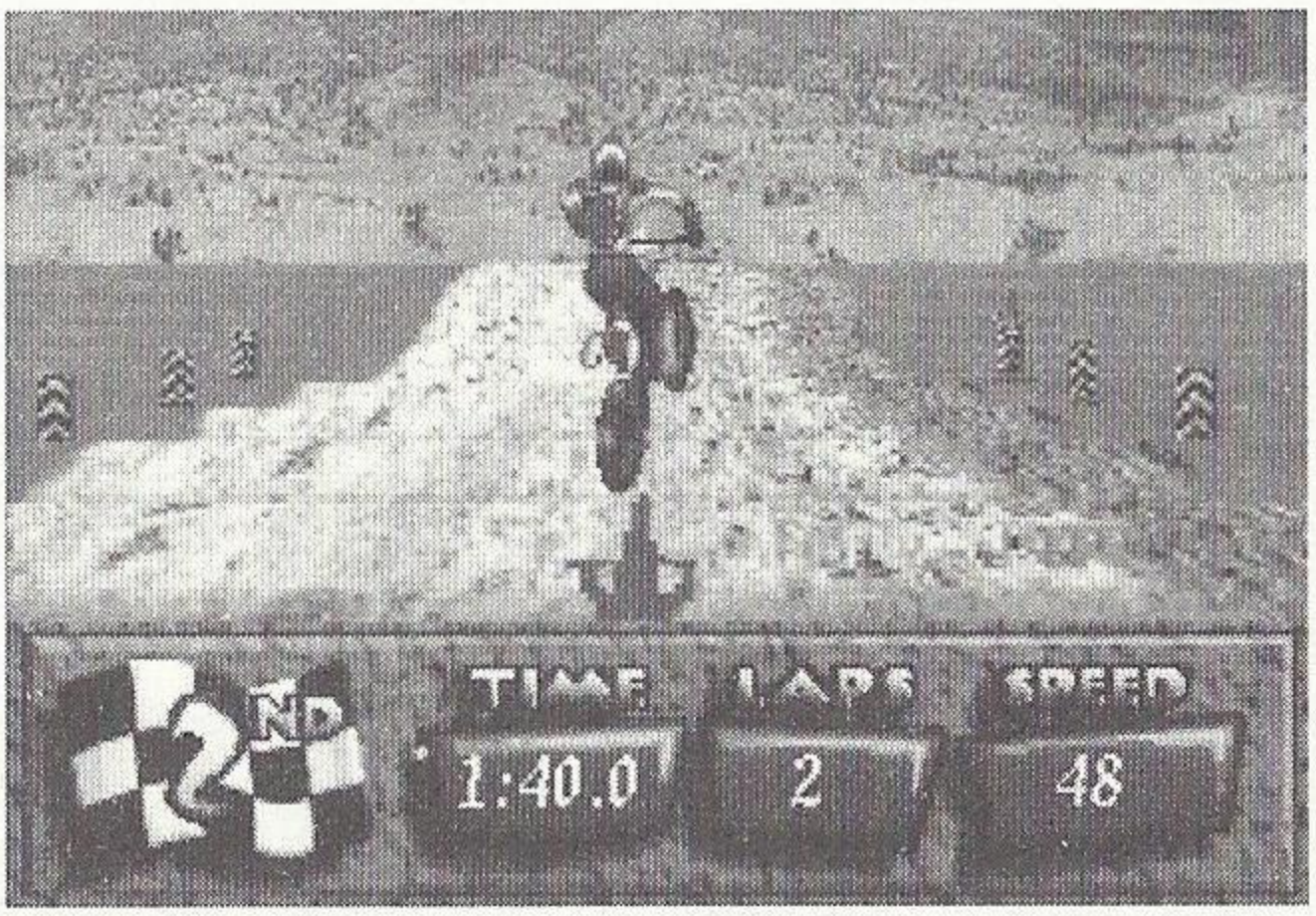
4. Press **Start** when the Title screen appears.

IMPORTANT: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis and 32X systems are set up correctly and the cartridge is firmly inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

If your Genesis is connected to a Sega CD unit, make sure the Sega CD power supply is plugged into the wall. If your Genesis is not connected to a Sega CD unit, make sure a terminator is placed on your Genesis.

Always make sure the power is OFF before inserting or removing a Genesis 32X game cartridge.

MOTOCROSS CHAMPIONSHIP



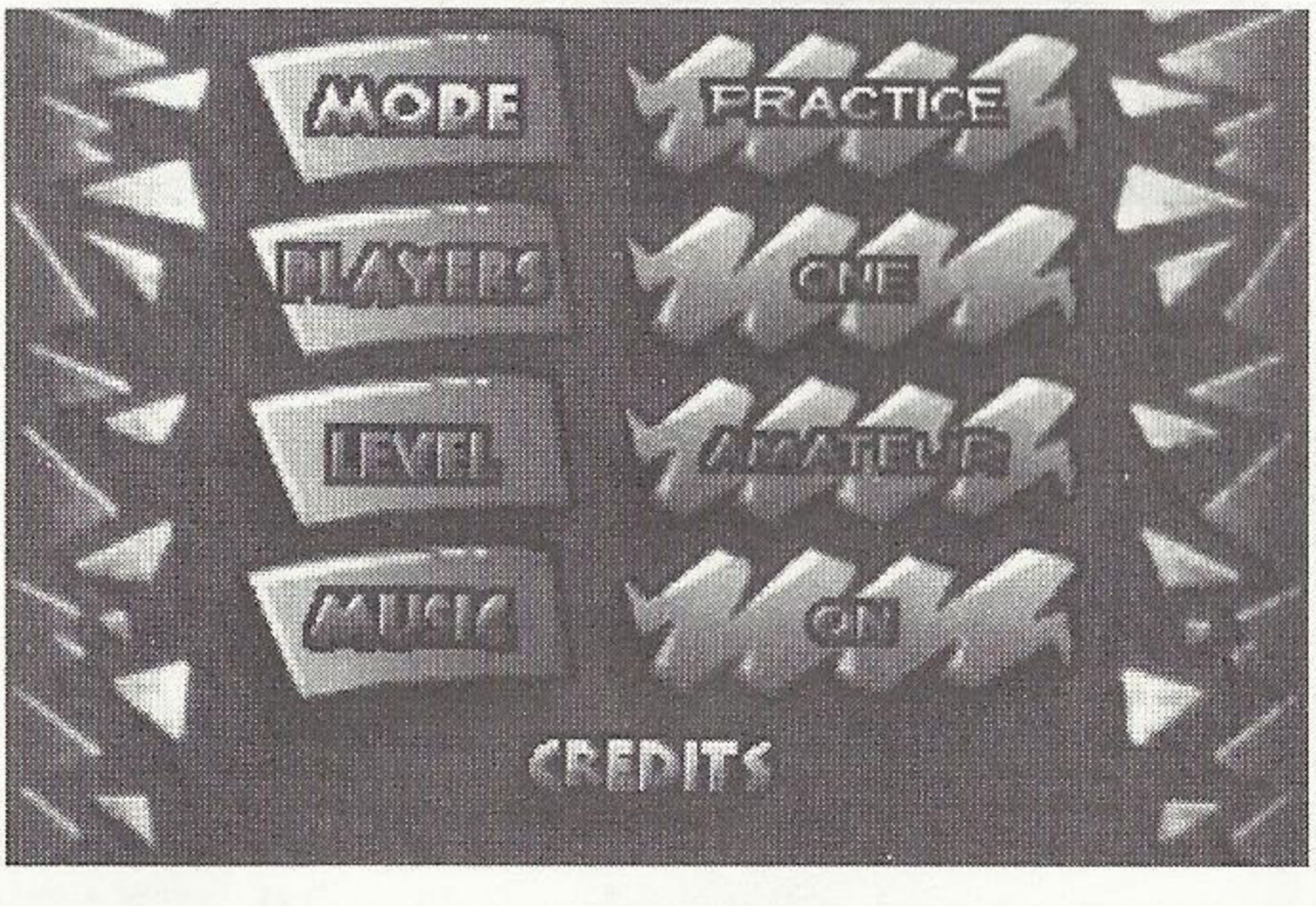
Welcome to Motocross Championship, where you get the chance to ride three awesome motorcross dirtbikes on twelve challenging dirt tracks. You'll need steady nerves to powerslide through hairpin turns that lead straight into mountainous jumps or whoop-dee-doos. All twelve tracks pose their own unique challenges, but one thing remains the same no matter where you're riding: the eleven racers around you don't want you to win and see nothing wrong with punching and kicking you to slow you down or knock you over. It's a nasty world out there on the circuit, so if you hope to win the season championship you better be ready to ride hard and defend yourself with your hands and feet.

SUMMARY OF BASIC CONTROLS

The table below outlines the basic controls for users who wanted to get started right away. There are subtle and important differences in the way the controls work in certain situations in the game. Please see Rider Control (p.11) for an explanation of all the controls.

D-Pad	A Button	B Button	C Button
L/R—Turn Up—Speed Down—Control	Brake	Gas	Punch/Kick

SET-UP MENU



Select from the various options on the Set-up Menu.

- To highlight and option, D-Pad **up/down**.
- To toggle through the options, D-Pad **left/right**.
- To begin the game, press **Start**.

PLAYERS

One or Two players can compete against the field. In Two Player mode the screen is split, with Player One on the right and Player Two on the left. Player One uses controller 1 and Player Two uses controller 2.

LEVEL

There are three different levels: Amateur, Expert, and Pro. The levels define the skill of the computerized racers, the Amateurs being the least skilled competitors, and the Pros the most skilled.

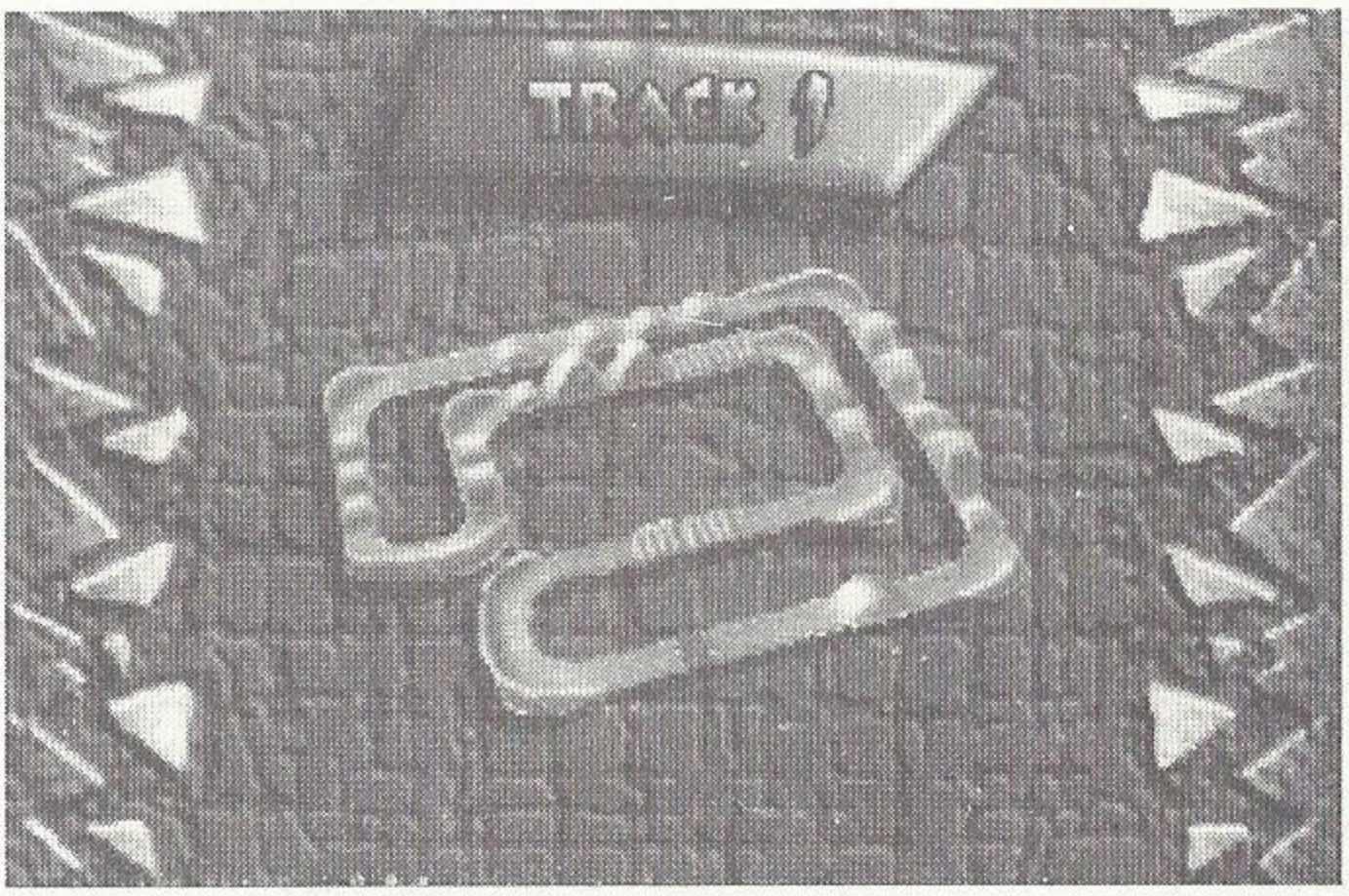
MUSIC

If you prefer to play without music and only track sounds, set Music to Off before you exit the Set-up Menu.

PRACTICE MODE

Practice mode allows you to race any bike on any track. A practice race lasts three laps in Amateur mode, four laps in Expert mode, and five laps in Pro mode. At the end of a the race you'll see the race results and then return to the Set-up Menu.

TRACK SELECTION

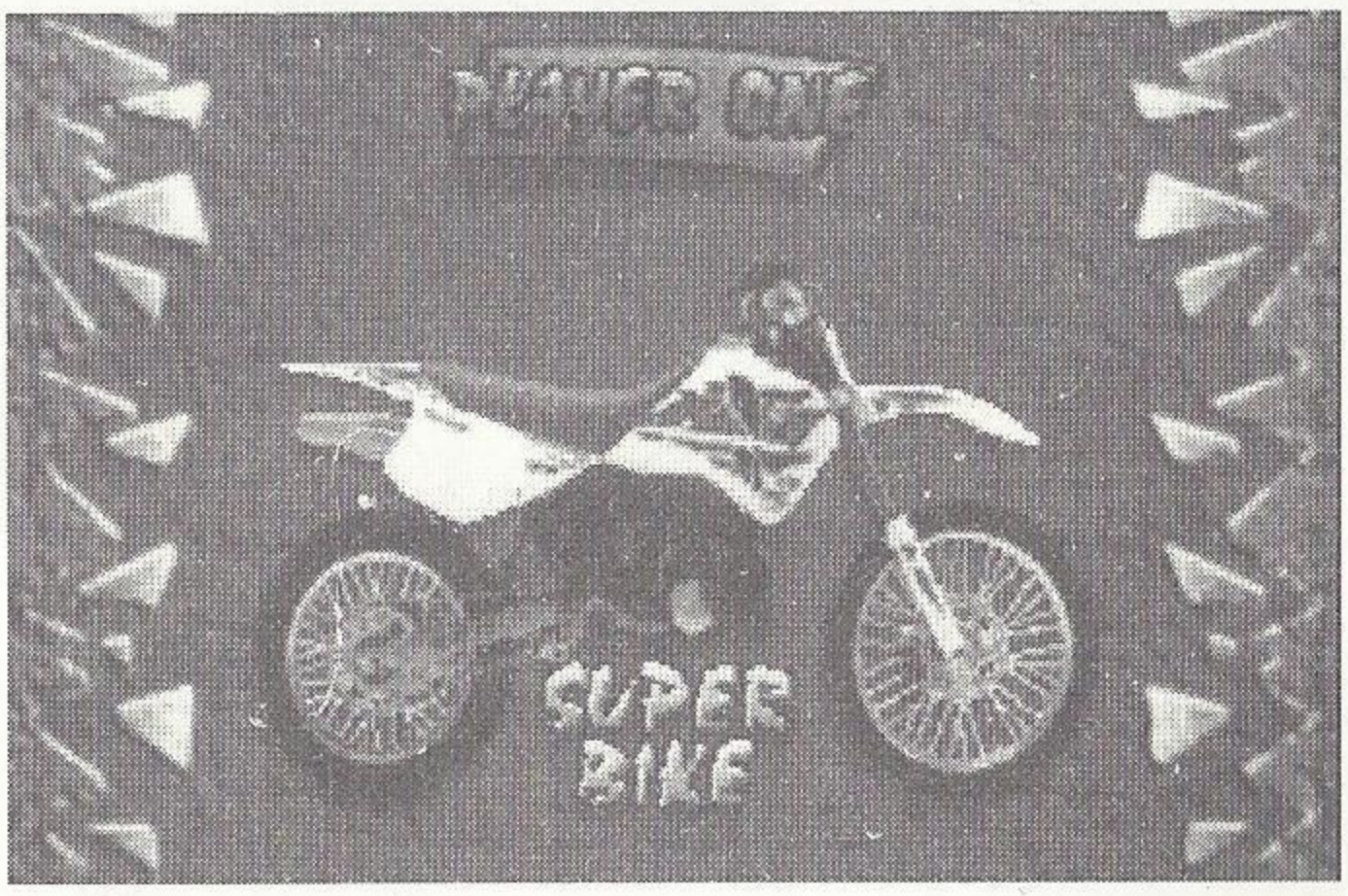


Select from one of the 12 unique and exciting tracks.

- To cycle through the tracks, D-Pad **left/right/up/down.**

BIKE SELECTION

When you exit the Set-up Menu, the Bike Selection screen appears. The bike selected by Player One is chosen for all the racers.



- To cycle through the bikes, D-Pad **left/right/up/down.**
- To exit the Bike Selection screen, press **Start.**

THE BIKES

125cc: What it lacks in speed it makes up for in stability.

250cc: A circuit favorite with a good combination of speed and stability.

Super Bike: Only for the strongest riders, incredible speed and sheer size make this bike tough to handle.

SEASON MODE



The Season consists of three rounds on all 12 tracks, with money awarded to the top 10 finishers on each track. The winner of the Season is the player with the most money.

- To begin a New Season, Press **Start.**

PASSWORD ENTRY

The Password Entry screen requires you to enter your 11-digit password. The password is found on the Track Select screen. Be sure to write down your password if you wish to continue a Season.

- To highlight the password entry line, D-Pad **right** and press Start
- To select a character, D-Pad **up/down.**
- To enter the selected character and move to the next character, D-Pad **right.**
- To return to a previous character, D-Pad **left.**
- To enter the entire 11-digit password and move to the Season Options screens, press Start.

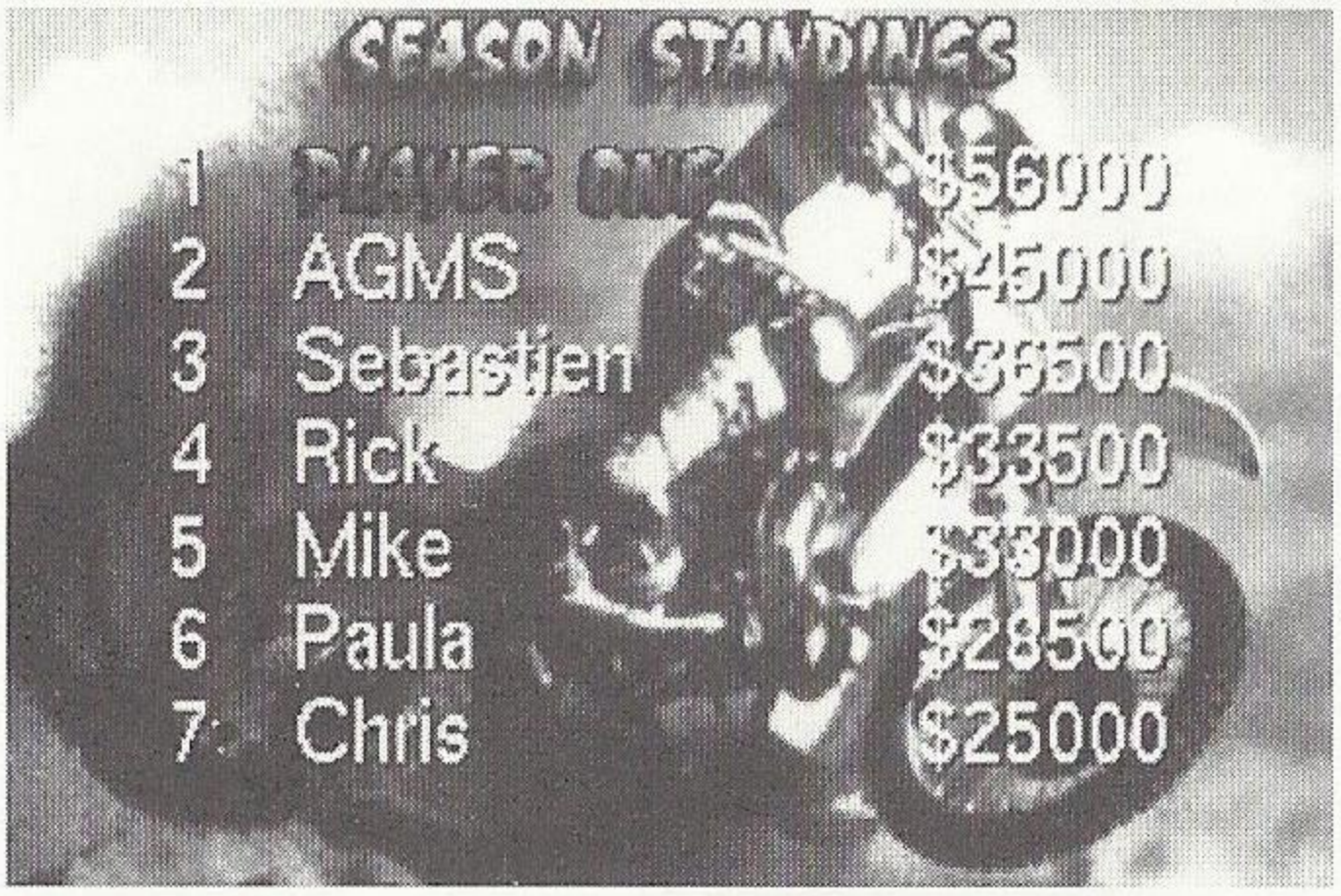
When you begin a Season all the racers start with the 125cc bike on Track 1.



In order to advance to the next track in a One Player Season, you must finish 1st, 2nd, or 3rd.

SEASON STANDINGS

When you place on the 12th track, the Season Standings screen appears.



The Season Standings screen lists racers in order of money won. When you exit the Season Standings screen, the next round begins. In the next round, the racers start with no cash and move up in class, from 125cc to 250cc, or from 250cc to Super Bike. At the end of the Super Bike round, the Season is over.

- To exit the Season Standings screen, press **Start**.

The season lasts for 36 races. If after all 36 races you place among the top three riders in total money won, the Season Winners screen appears. Extra trophies appear on the screen if you raced at the Pro level.

PRIZE MONEY

The object in Season mode is to win as much money as possible while you advance from track to track and from round to round. There are twelve racers in each race, and the top ten finishers are awarded money, so that even if you don't advance, you still can have something to show for your effort.



The prize money for each race breaks down as follows.

1st Place	$5000	6th Place	$2500
2nd Place	$4500	7th Place	$2000
3rd Place	$4000	8th Place	$1500
4th Place	$3500	9th Place	$1000
5th Place	$3000	10th Place	$500

Money earned for non-qualifying finishes does not accumulate. In One Player mode, the least you can win before advancing is $4000. In Two Player mode, if one of the players qualifies and the other does not, the player who didn't qualify moves on to the next round with the prize money earned for his or her last finish.

THE RACE



The race screen is where all the action takes place. The information at the bottom of the race screen lets you know how you're doing during the race. You'll see your place among the other racers, the number of laps remaining, your time, and your speed.

RIDER CONTROL

You'll need to master the controls if you want to finish ahead of the pack and win a lot of money.

The Gas

You won't go anywhere if you don't turn the throttle.

- To turn the throttle, press and hold B.
- To let go of the throttle, release B.

The Brake

Sometimes you'll need to hit the brake to avoid trouble.

- To hit the brake, press and hold A.
- To release the brake, release A.

Steering

It's important to stay on the track, where the bike goes fastest.

- To steer the bike, D-Pad **left/right.**

Leaning Forward

When you lean forward over the handlebars, you lower your wind resistance, which increases your speed. When you're landing from a jump, it's usually wise not to lean forward, since that causes your front wheel to land first, which can cause you to wipe out.

- To lean forward, D-Pad **up.**

You can lean forward while you turn by pressing the D-Pad **up/left** or **up/right.**

Pulling Up

Pulling up on the handlebars lifts the front wheel and decreases your speed, but it helps you clear jumps and whoop-dee-doos. Pull up to ride through whoop-dee-doos easily.

- To pull up, D-Pad **down.**

You can pull up while you turn by pressing the D-Pad **down/left** or **down/right**, but it's not a good idea to turn the bike while you're in the air. That can cause a wipe-out.

Punching and Kicking

When you're next to another rider, you can punch him or kick him. It's not very sporting, but it's often effective in breaking free of the competition. A single well-timed kick can knock a rider off his bike, while it takes a couple a good punches to send him down.

- To punch to the right, press C.
- To punch to the left, D-Pad **left** and press C.
- To kick to the right, D-Pad **down** and press C.
- To kick to the left, D-Pad **down/left** and press C.

Aerial Acrobatics

When you're in mid-air you can "step off" the peg to excite the crowd and show-up the other riders. You're awarded $100 for each step off.

The "power salute" is an even more daring mid-air move that earns you $200 each time you do it.

- To step off, first tap A and then hold A.
- To power salute, first tap the D-Pad **up** and then hold the D-pad **up**.

WOBBLING

When your bike wobbles you've taken damage and are more vulnerable to a being knocked down with a punch or a kick. If you glance off an object or get hit by another rider, you'll go into a wobble. Try to avoid contact with other riders when you're wobbling. In a few seconds you'll regain your balance and be back to full strength.

WIPING OUT

In *Motocross Championship*, an occasional wipe-out is practically unavoidable. If you hit an object head-on or brush an object at high speed (2O mph or faster) you'll wipe out. When you wipe out, your racer automatically gets back on the bike, but it takes him a few seconds to get settled on the seat and to clear his head. The rider blinks for those few seconds, letting you know that he's temporality invulnerable to the other riders. This helps you get up to speed and back on track. When the rider stops blinking, he's no longer invulnerable.

COMPETITORS

Each of the computer-controlled competitors possesses certain skills and tendencies. It's wise to take note of particular riders' attributes so you can make adjustments to compensate for those tendencies.

AGGRESSIVENESS

A rider's aggressiveness defines a rider's tendency to interfere with other riders. The more aggressive a rider, the more likely he is to try to take you out when he's near you.

TURNS, JUMPS, WHOOP-DEE-DOOS

A rider's overall riding skills determines how fast he can move through the various types of terrain on the courses. Some riders are slower around turns and faster over whoop-dee-doos. Watch the other riders to see how well they move on the track, and adjust your race strategy accordingly.

GUTS

A rider's guts determines how often he's likely to take chances. For example, a rider without a lot of guts will take a double jump one jump at a time, while a more gutsy rider will fly over both jumps at once, risking the possibility of a crash to keep his speed and advance his position in the race.

REACTIONS

A rider's reactions determine how well he can recover from a near spill or a collision. The better reactions a rider has, the harder he is to knock off his bike.

TERRAIN

Each track has its own terrain features. Each terrain feature requires a different approach for maximum safety and handling. The more you know about the different terrain features, the better you'll be able to prepare for them in the heat and dust of the race.

WHOOP-DE-DOOS

Whoop-de-doos are a series of small jumps placed close together. It's a good idea to get a running start as you approach a series of whoop-de-doos so you can fly over as many as possible. Pulling back on the handlebars is helpful in riding through whoop-dee-doos.

SINGLE JUMP

A single jump can send you flying high into the air if you take it a high rate of speed. Make sure not to lean forward as you land, or you might bite the dust.

DOUBLE JUMP

Two jumps back to back can cause problems for riders who take the first jump too fast to land before the second jump appears, or not fast enough to clear the second jump. Landing mid-way up the second jump, or directly on top of the second jump, can lead to a crash.

TRIPLE JUMP

Three jumps back to back pose a serious challenge for the rider who wants to ride flat out. It's not always easy to predict where you're going to land, and only the most skilled riders can clear all three jumps.

TABLE TOP JUMP

A table top jump is a ramp that leads to a short plateau that ends in an abrupt down ramp or drop-off.

MUD PUDDLES

Mud puddles slow down the bike and can make it pretty squirrely. If you try to turn while in a mud puddle, you're likely to crash.

SPECIAL MOVES

Certain controlled special moves affect other riders. Part part of racing strategy is to cause problems for your competitors, and the better you can do that the better chance you'll have at winning.

KNOCKING AT THE BACK DOOR

When you ram into another rider's back wheel, his bike slows down, wobbles back and forth, and he temporarily loses turning control.

SHOULDER TAPPING

When you bash into another rider from the side, his bike is pushed to the side. The harder you bash him, the farther his bike will move.

FLYING Y

If you hit another rider's front tire, he'll go flying over his handlebars and bite the dust.

TREADING

When a rider is down on the track, you can hit him and run him down. This keeps his from getting back on his bike so quickly.

UNDER CUTTING

If you execute a power turn when a rider is trying to pass you on the outside, you can knock his bike out from under him and send him flying.

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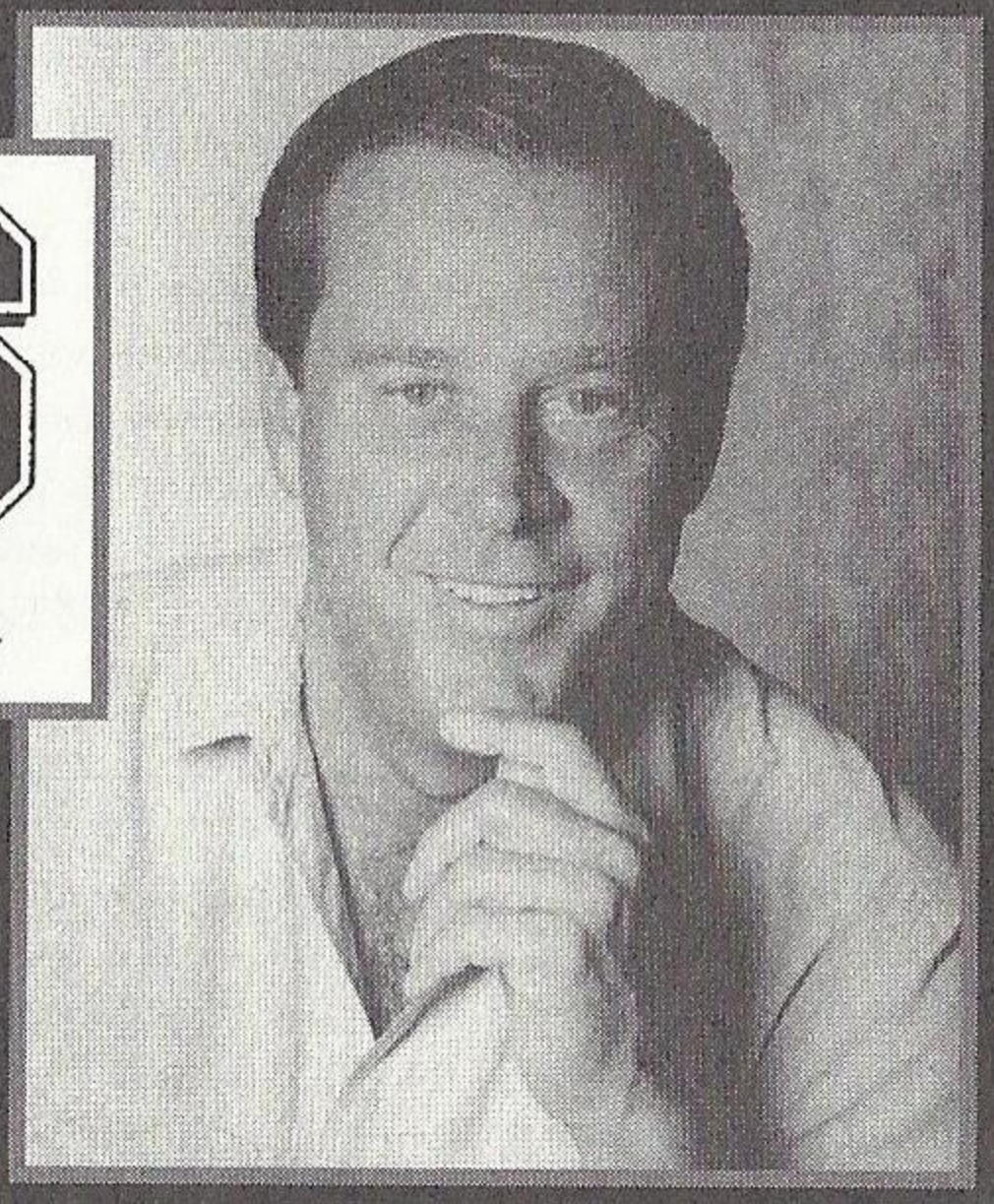
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3D Bike Modeling
Grey Matter

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3D Bike Modeling
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If your Sega Genesis 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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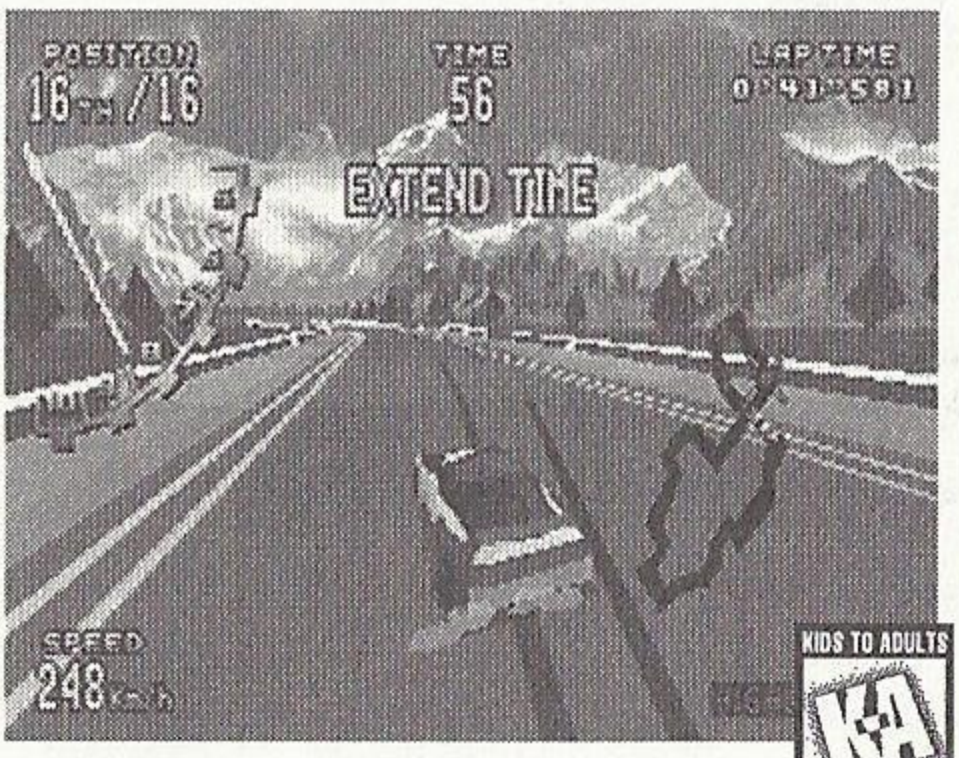
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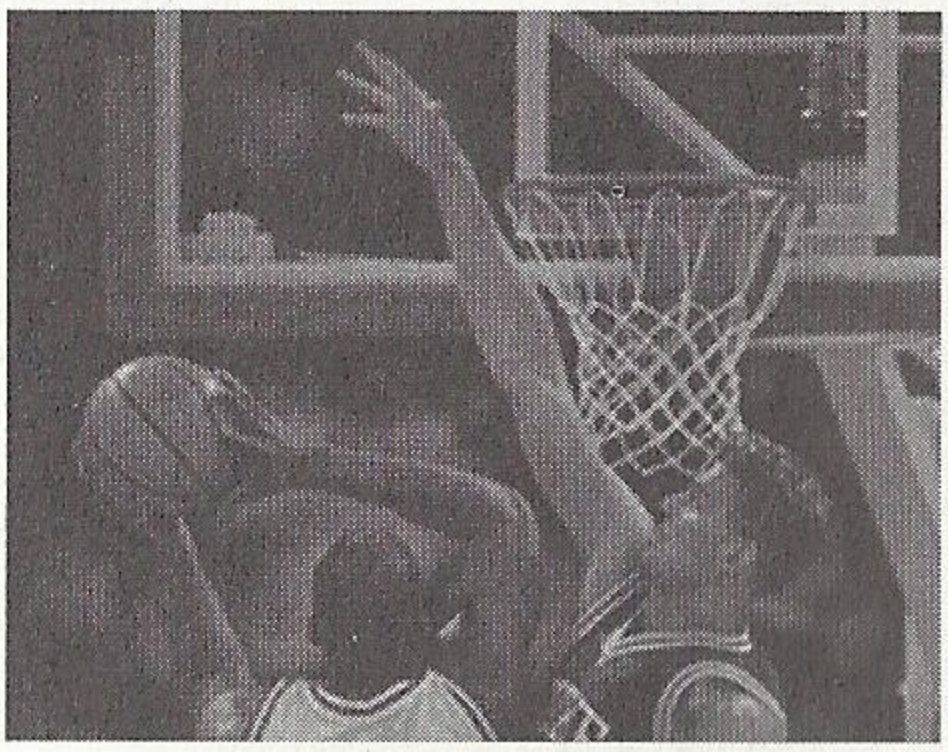
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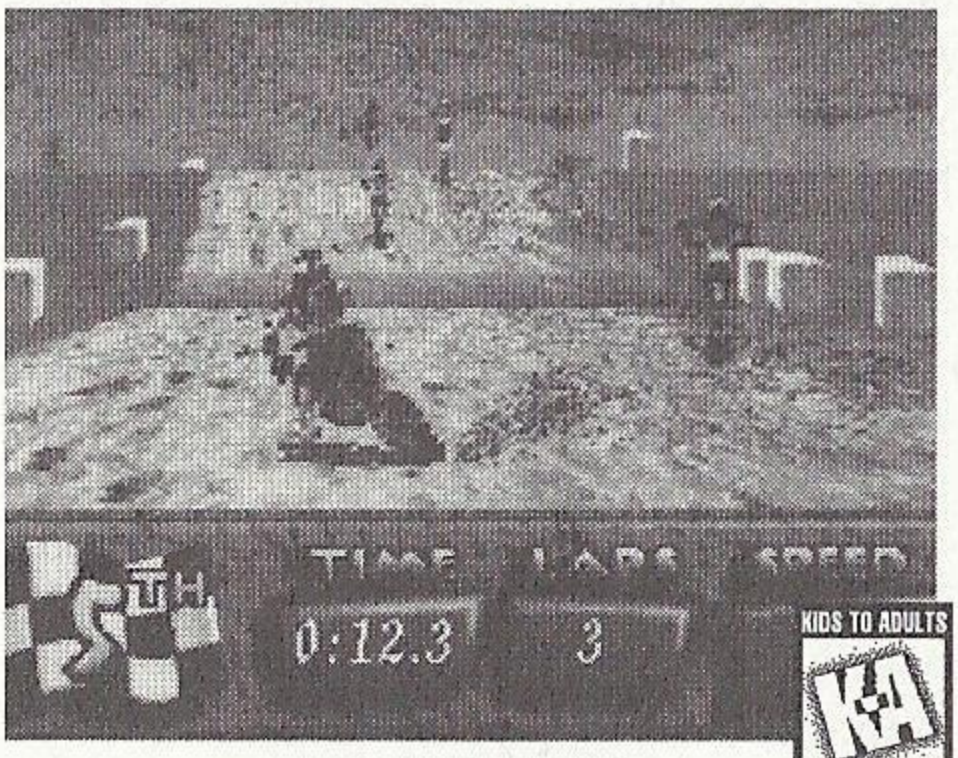
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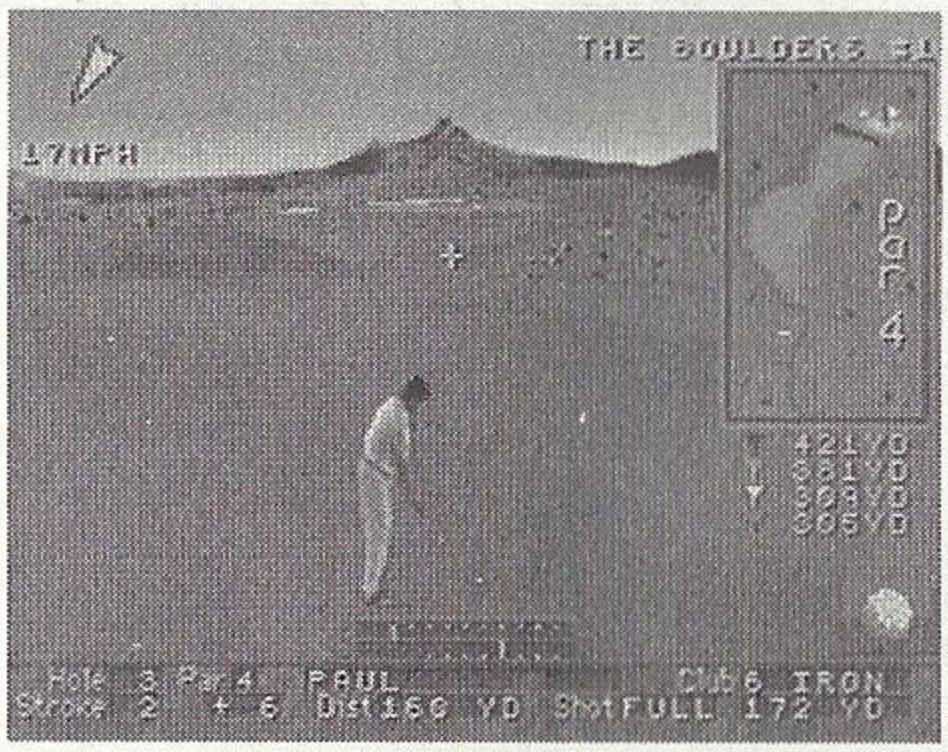
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Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

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