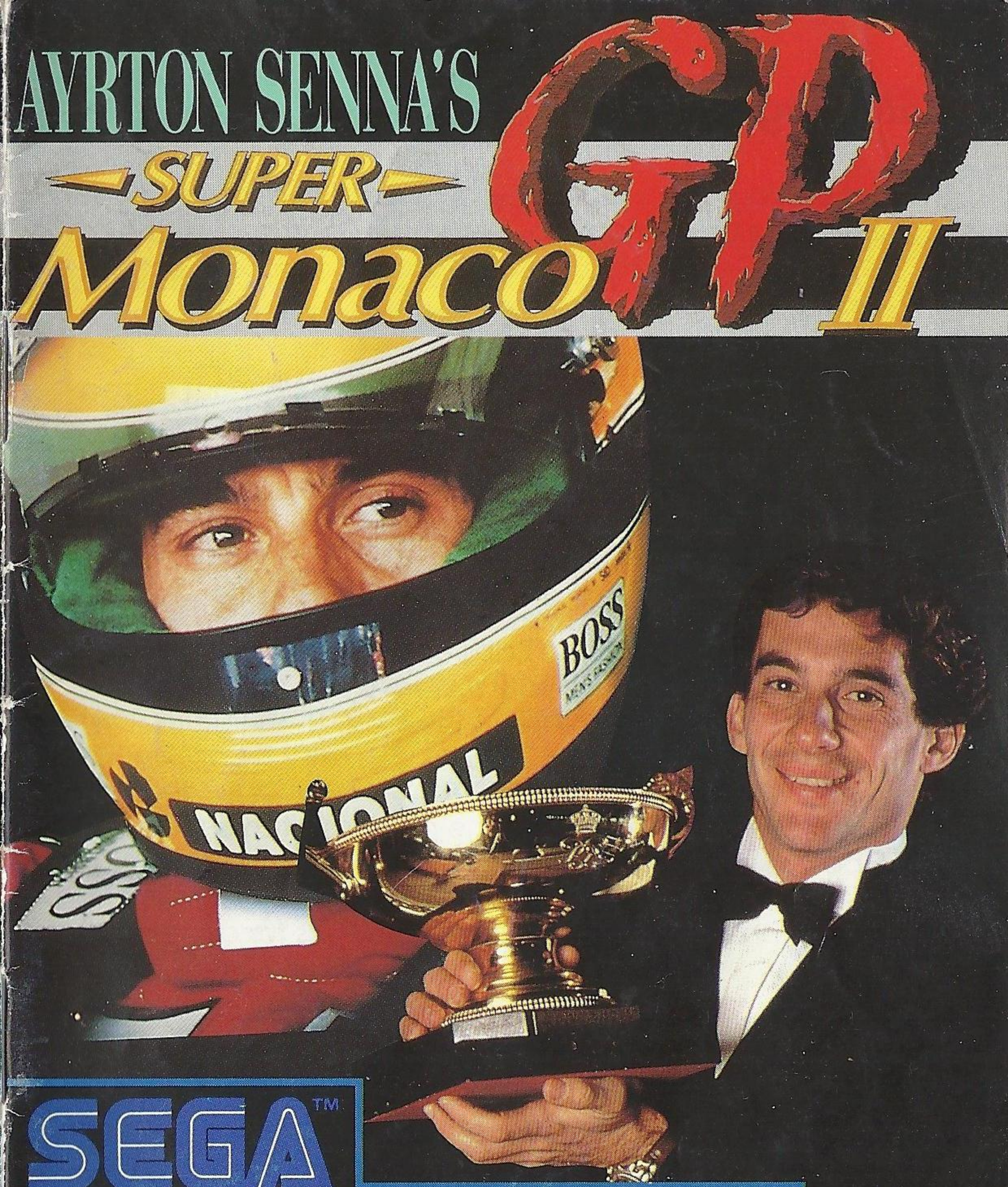
AYRTON SENNA'S SUPER Monaco GP II



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

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.

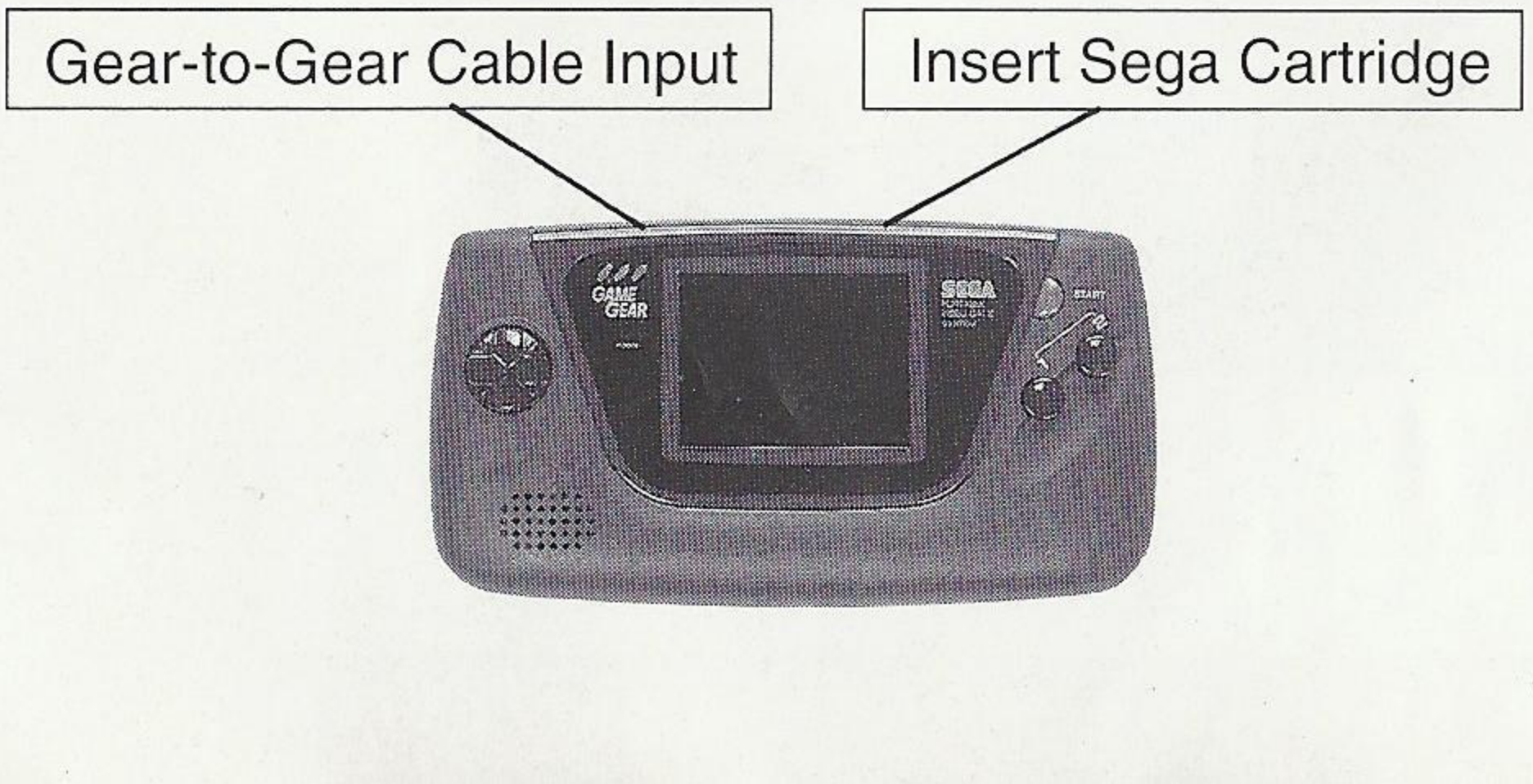
2. Make sure the power switch is OFF. Then insert the *Ayrton Senna's Super Monaco GP II* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Ayrton Senna's Super Monaco GP II* Title screen will appear.

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.

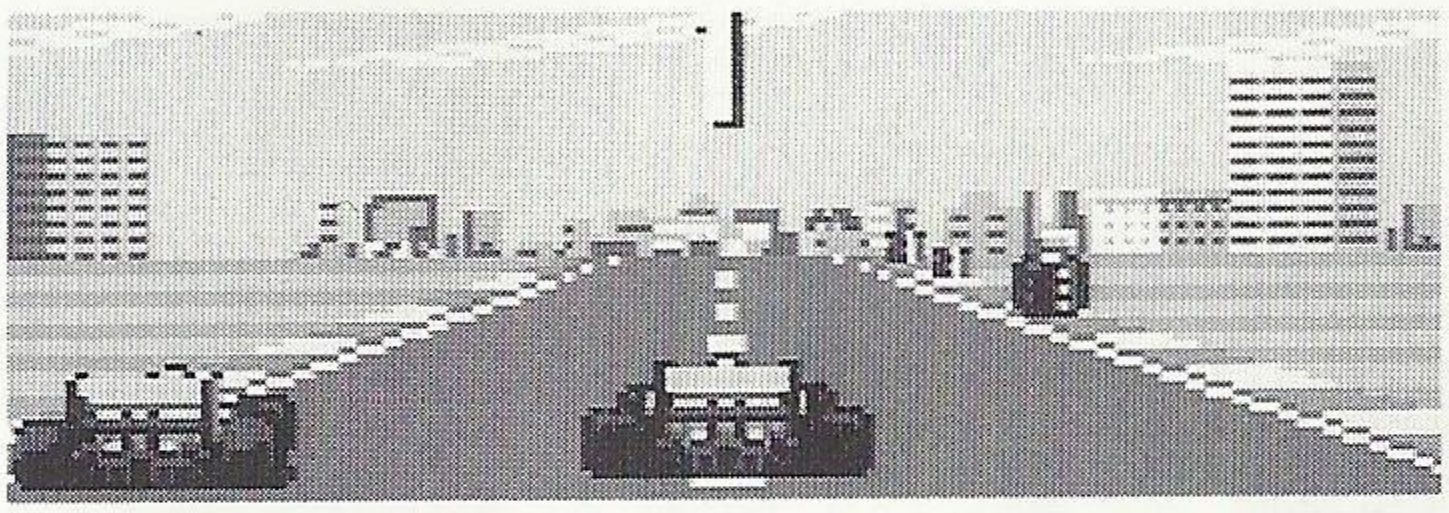
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Ayrton Senna's Super Monaco GP II* is for one or two players.



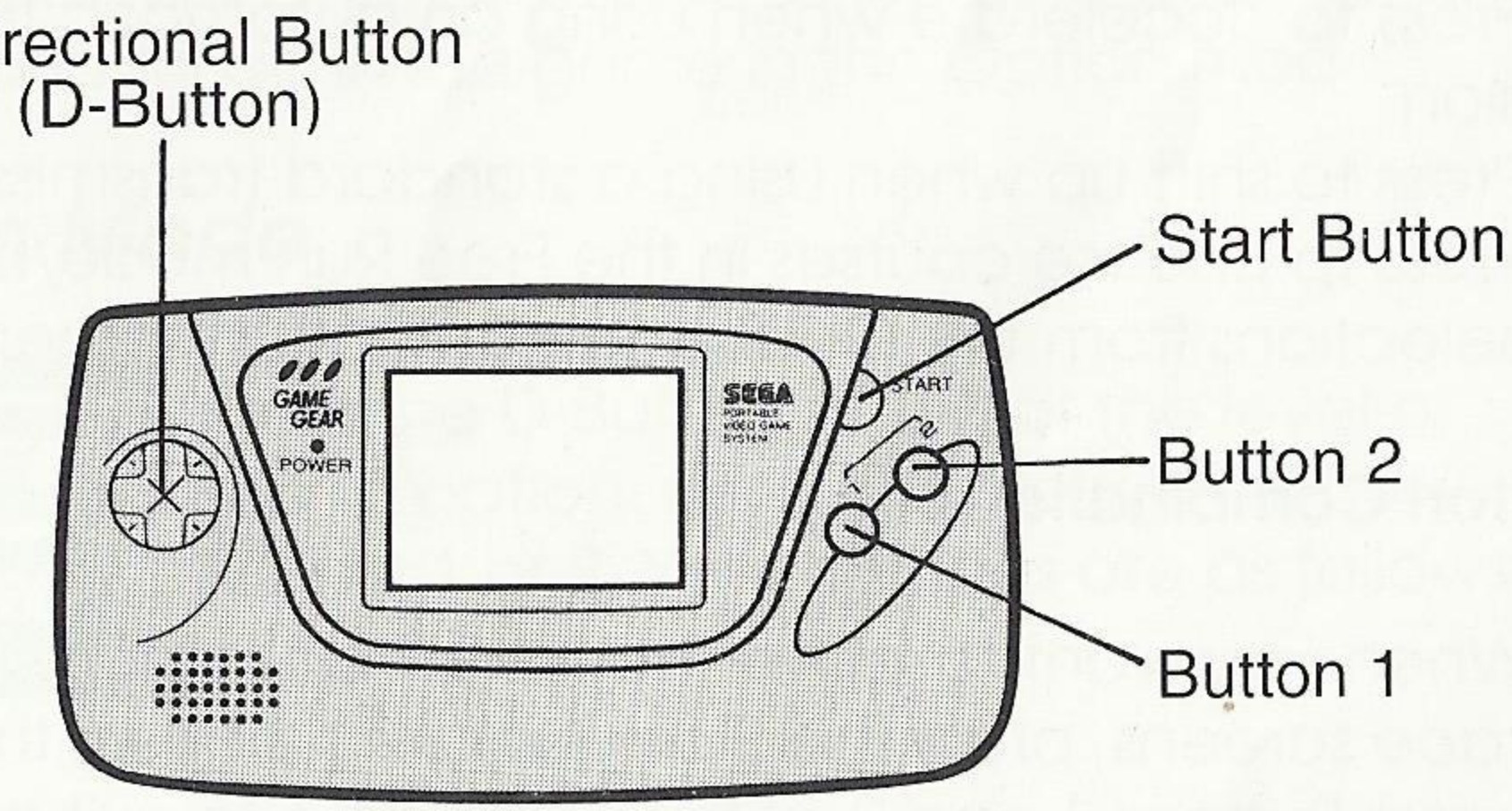
Drivers to your cars!

The crew has checked every part of your machine. Softer grip tires for extra hold on the course. The S-foil set at 0 degrees. You're going to need every bit of speed you can get on the track today. After all, this is no trial run. You are in the Monaco Grand Prix, racing against the best in the world!



You are in the cockpit of a masterpiece of modern technology. Flash past your competitors at breathtaking speeds in this thrilling F-1 race that pits your speed and dexterity against the most challenging tracks on Earth!

Take Control!



Start Button:

- Press to leave the Title Screen.
- Press to pause the game during the race.

Directional Button (D-Button):

- Press to cycle through selections in decision screens.
- Press to cycle through letters in the Password screen.
- Press left or right to turn.
- Press up or down to scroll through Results screens.

Button 1

- Press to start play.
- Press to enter/exit the Setting screen.
- Press to make selections in the decision screens.
- Press to choose letters in the Password screen.
- Press to brake when using an automatic transmission.
- Press to downshift when using a standard transmission.

Button 2

- Press to start play.
- Press to make selections in the decision screens.
- Press to make selections in the Setting screen.
- Press to choose letters in the Password screen.
- Press to accelerate when using an automatic transmission.
- Press to shift up when using a standard transmission.
- Press to choose courses in the Free Run mode/make selections from the Course Select Option screen.

Button Combinations

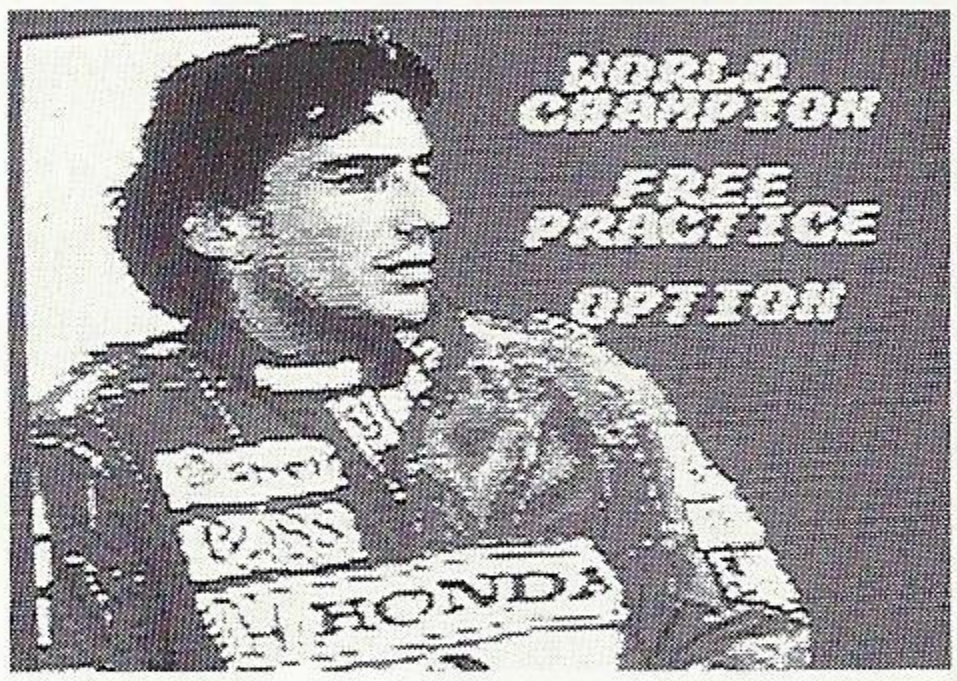
- When you want to leave the Free Practice or Qualify race screens, press the Start Button to pause, then press Buttons 1 and 2 at the same time to exit the race.

Start Your Engines!



Once you've inserted the cartridge and turned the power on, you'll see the Sega logo. After that, you will see the Title screen and the words "Press Start." If you don't do anything, a demonstration will follow. To exit the demonstration, simply press the Start Button. The Title screen will then reappear.

Press the Start Button when you see the Title screen to start the game. You will then see Mode Select Screen A. You have the choice of starting your run for the World Championship, putting in some practice laps on the course of your choice in the Free Practice mode, racing against a second player in the VS. mode, or listening to any of the sounds and music in the game in the Option mode.



Option Mode



Press the D-Button to select the level or sound option, then choose with either Button 1 or 2. Your choices are as follows:

Level

Level: Choose Beginner or Professional with the Start Button. In the Beginner mode, a layout map of the course you're racing will appear at the top of the play screen. In the Professional mode, no map is displayed.



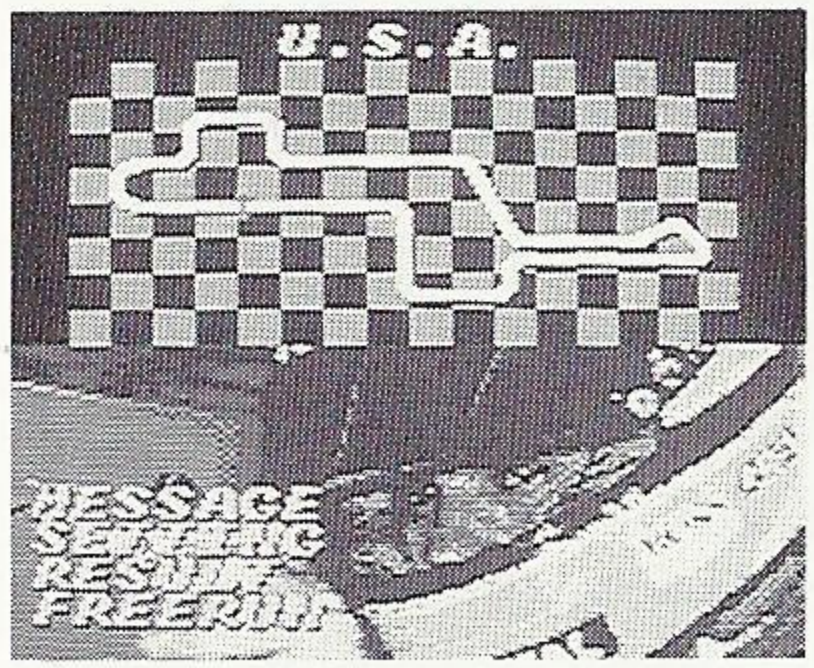
Sound

B.G.M.: Listen to any of the music in the game.
S.E.: Hear the various sounds used in the game.
Voice: Ayrton Senna congratulates the winner!

When you want to exit the Option screen, simply press the Start Button to return to the Title screen.

Free Practice Mode

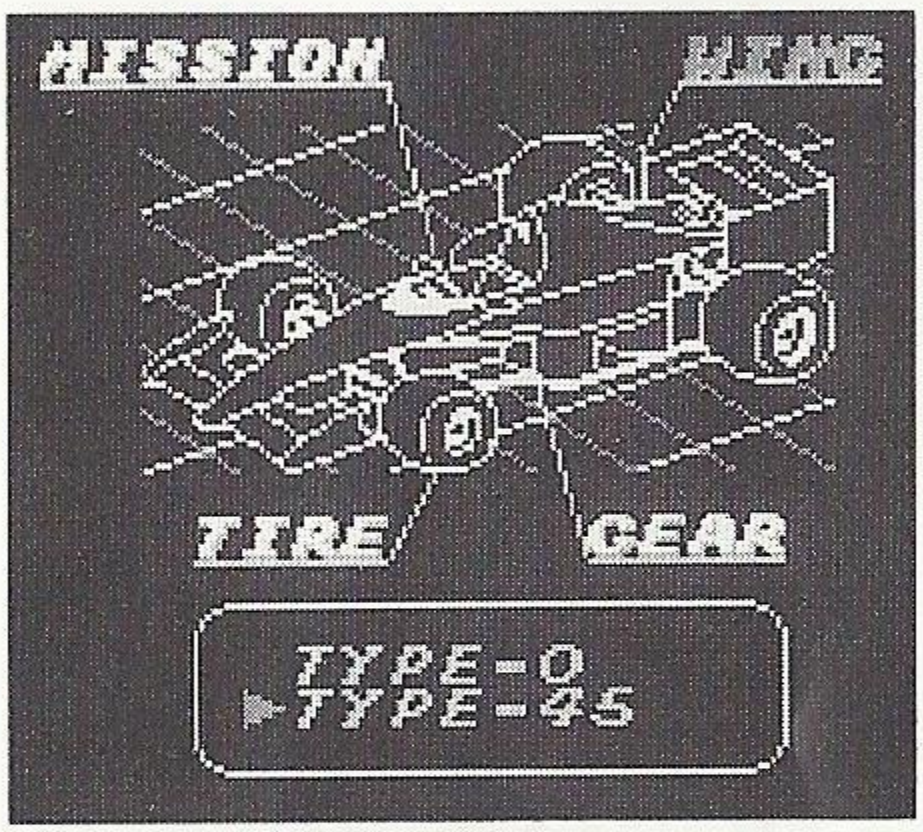
Here's your chance to get a feel for the various tracks you will be driving on for the World Championship. The first screen you see will be the Course Select screen. At the top of the screen you will see the name of the country you've selected, and below that, the layout of the track.



Press the D-Button right to cycle forward through the tracks, and press left to cycle back. Press Button 2 to see the Course Select Options screen. This screen gives you four options, explained below.

Note: If you want to leave the Course Select Options screen and see a different course, press Button 1 to exit the screen, and use the D-Button to cycle through the other courses.

Message: Ayrton Senna gives you some pointers about the selected track. Reading these ahead of time may save you from crashing, or give you the tip you need to win! Scroll forward through the message by pressing Button 2.



Setting: This screen allows you to pick the right F-1 configuration for each track. Each part you change will affect the way your machine handles, so it's best to play around to find which configurations fit the circuit best. Here are the choices:

1.Transmission: Your choice of Automatic or Standard transmission. Using Automatic means you don't have to worry about shifting up and down, but Standard ensures you the maximum speed your machine can deliver.

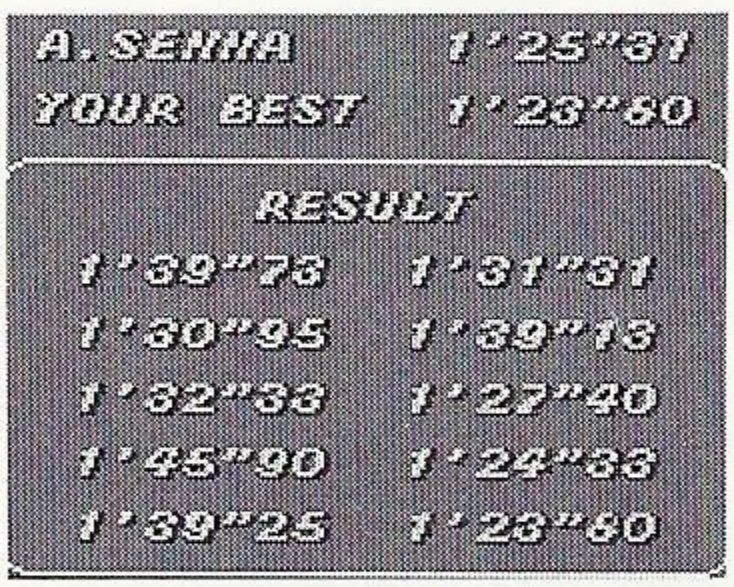
2. Gear: Choose between a Model-A or Model-B gearbox. Model-A will give you a higher maximum speed than Model-B, but it has a slower acceleration rate.

3. Tire: Take your choice of either B- or C-Comp. (Composition) tires. The B-Comp. are harder than the C-Comp.,

which means they are more durable, but because the C-Comp. tires are softer, they have better traction.

4. Wing: Choose between a Type-0 (0 degrees) or Type-45 (45 degrees) airfoil. Choosing Type-0 means you achieve top speed, but the Type-45 gives you more stability when turning.

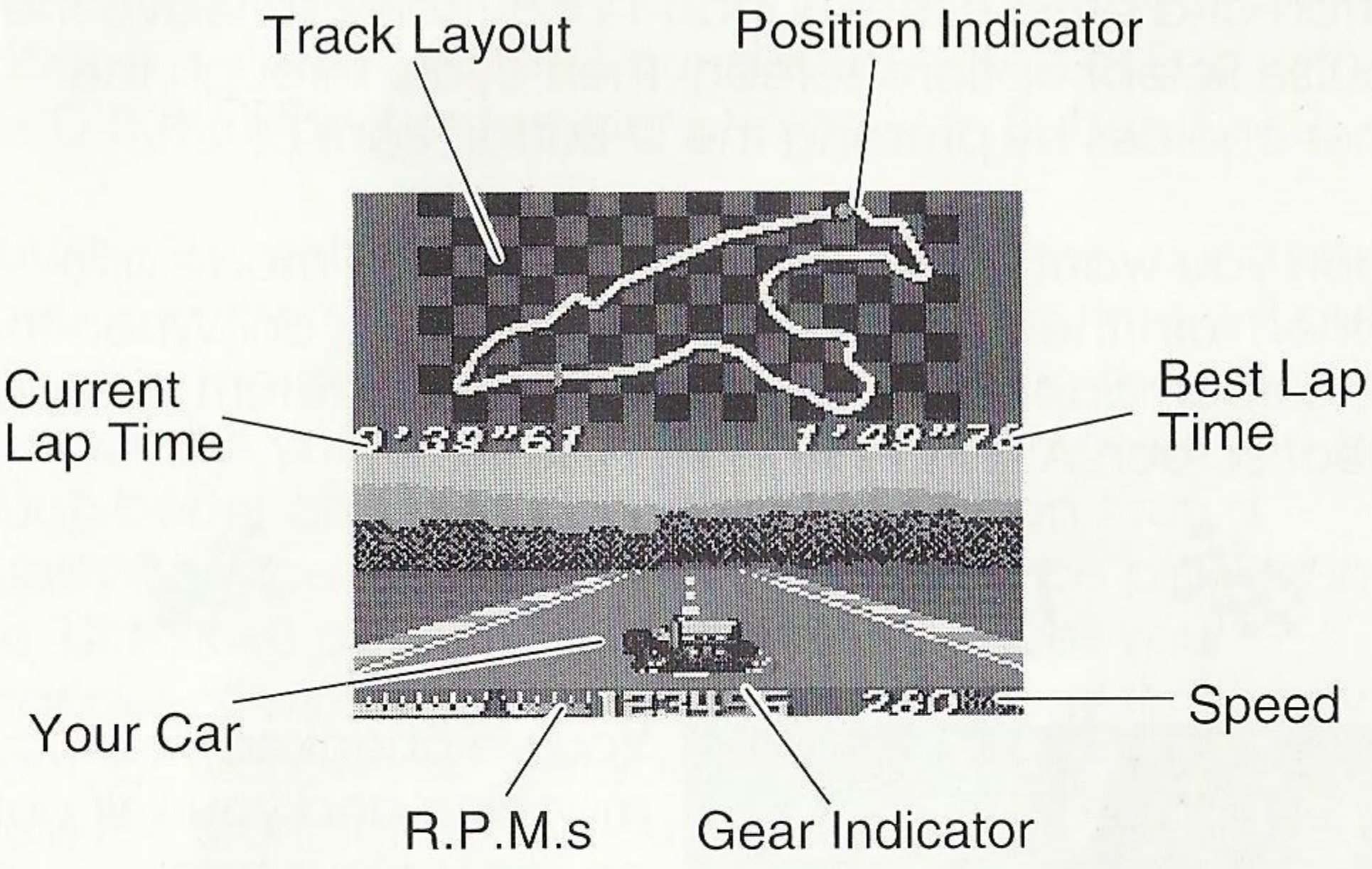
Sample setting: You're racing the track in Belgium. The number of curves to the circuit means you probably won't be able to drive flat out. You decide that the Model-B gearbox, with its faster acceleration rate will be more useful to you than Model-A's higher speed. You decide to go for the C-Comp. tires rather than setting the airfoil at 45 degrees, because the foil will slow you down too much, and you need the traction on the curves that the softer tires will give you.



Result: This screen shows you the fastest lap speeds attained on the circuit. Senna's best time is shown at the top of the screen, and your best lap is displayed beneath it. The bottom half of the screen shows the times for the last ten laps you've taken. Check your times against Senna's, to see if you need more practice, or if you're ready to race!

Free Run: Now you're ready to get some track time in. Every lap you make in the Free Practice mode gives you experience you'll need to win the Championship, so remember to take your practice runs as seriously as you would an actual race. The courses are the same, and so are the dangers!

Screen Signals



If you're using a standard transmission, use Button 2 to shift up, and Button 1 to shift down. For the automatic transmission, Button 2 is your gas pedal, and Button 1 your brake.

To return to the Course Select screen, press the Start Button to pause the game, and then press Buttons 1 and 2 simultaneously.



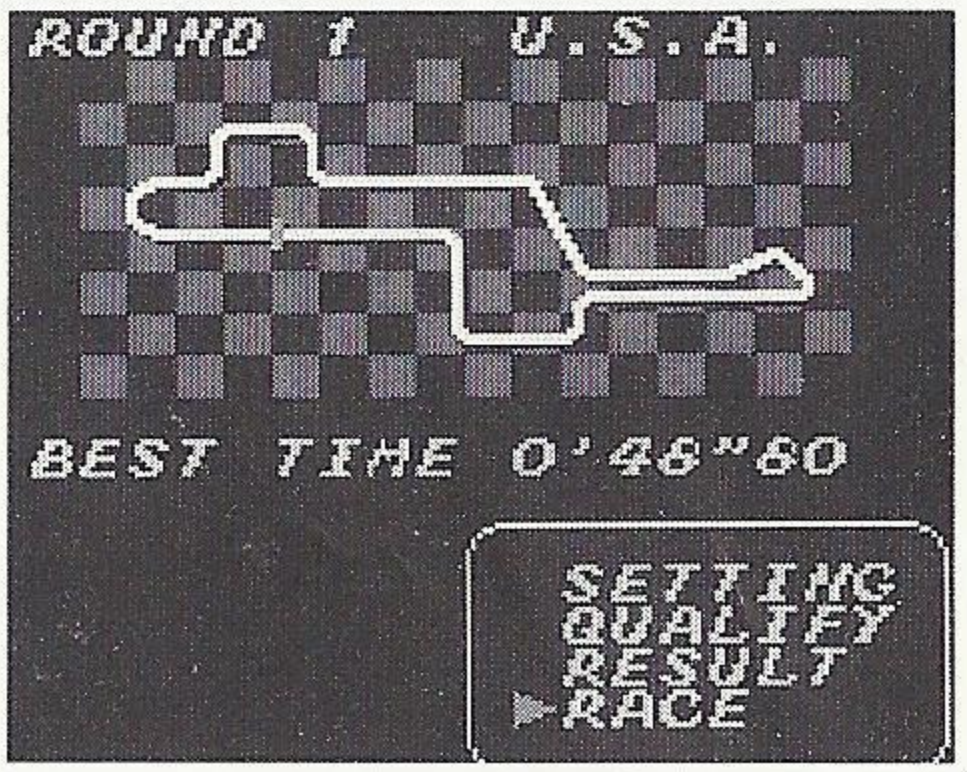
End

If you decide to try another circuit, select End with the D-Button and press either Button 1 or Button 2 to leave the Course Select options screen; then cycle through the other choices by pressing the D-Button right or left.

When you want to leave the Free Practice mode altogether, turn the power off, and turn it back on. When the Title screen appears, press Button 1 or 2 to return to Mode Select screen A.

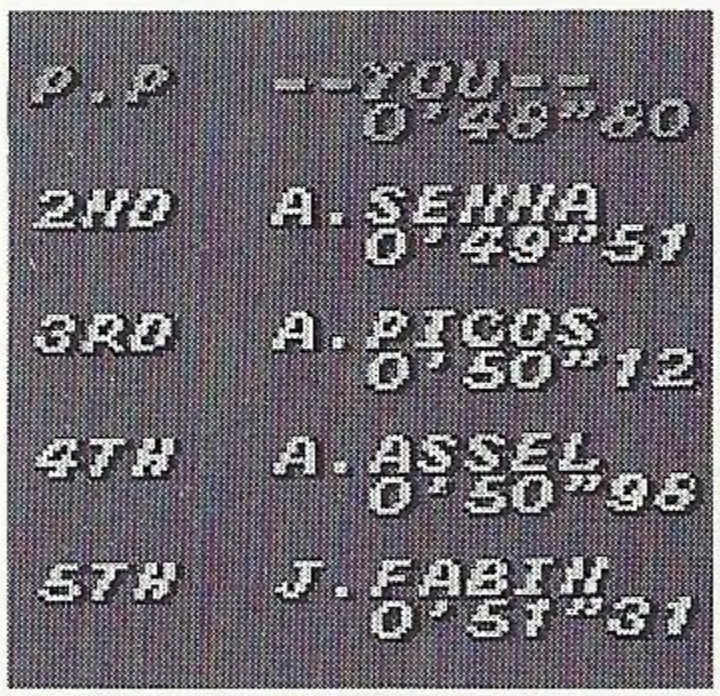
The Green Light!

You've checked your machine and yourself out on the various tracks. You've found out which specifications work best for each circuit, where the tricky curves are, where the best places are to pass your opponents, and now you think you're ready to step into the winner's circle! First, go to Mode Select screen A, and select World Champion with the D-Button, and enter your choice using Button 1 or 2. Mode Select screen B is displayed next. To race in the championship series from the start, select New Game with the D-Button, then press Button 1 or 2. Press either button again to see the Round screen, which will show you the first circuit; U.S.A. At the bottom of the screen, you will see the four options you have available.

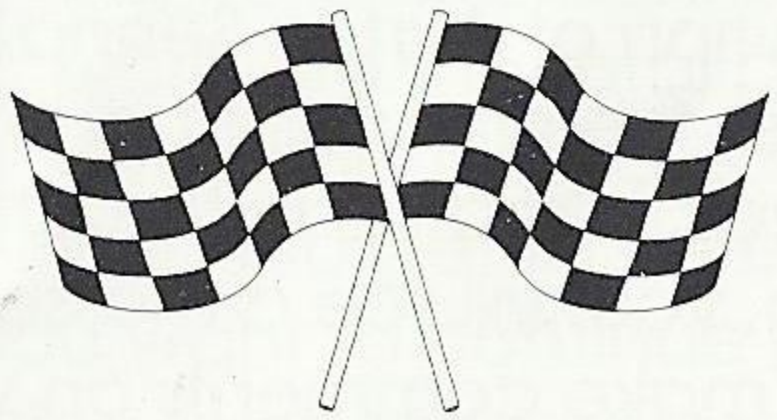


Setting: Here is your chance to reset your machine's configurations to fit the circuit. Your choices here are the same as those in the Free Practice mode; Transmission, Gear, Tire and Wing (see page 7 for details about setting options). To return to the Round screen, select End with the D-Button and enter your choice with Button 1 or 2.

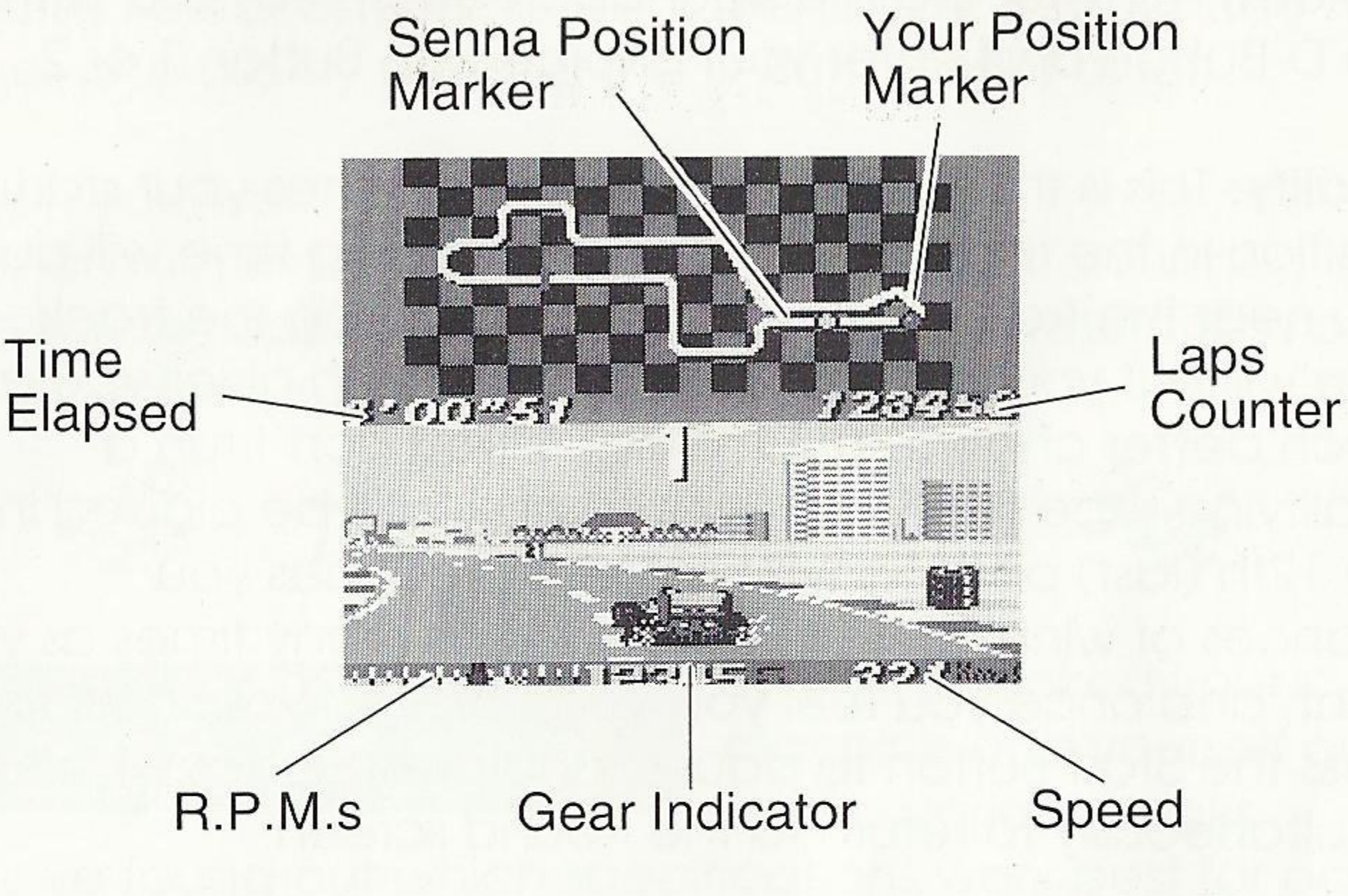
Qualify: This is the time trial which determines your starting position in the race itself. A good qualifying time will put you near the front of the pack, and beating the track time will put you in the pole position (which gives you a much better chance of winning). If you don't run a qualifying race first, you will automatically be placed in the 12th (last) position which greatly reduces your chances of winning. Run the course as many times as you want, and once you feel you've achieved your best time, press the Start Button to pause, and press Buttons 1 and 2 simultaneously to return to the Round screen.



Result: After you have qualified, looking at this screen will show you all ten qualifying positions, and who made them. Use the D-Button to scroll down the list.



Race: You're suited up. Helmet on. Slip into your machine and take your assigned position. This is what it's all about, the run for glory. The race screen is the same as that of the practice screens, with the following exceptions:

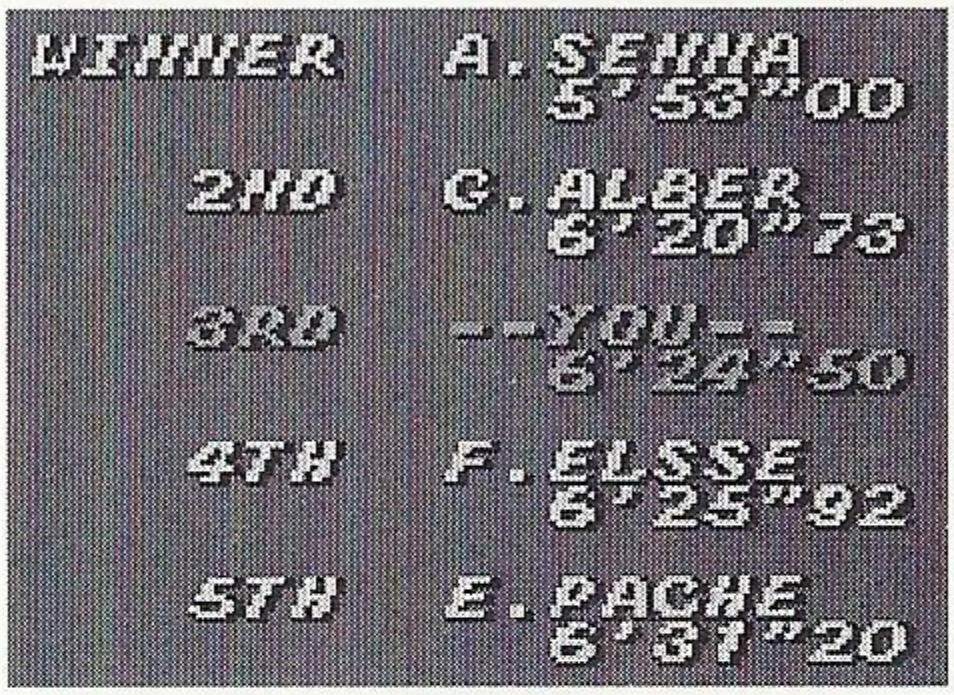


You will see a set of red lights at the top of the screen. When the lights switch to green, go! Go!

The number of laps you have taken and the total time elapsed will appear in the middle of the screen. In the Beginner mode, the course layout will appear at the top of the screen, with a marker showing your car's position (red) and the position of Ayrton Senna (yellow). In the professional mode, the circuit isn't displayed—you rely on experience you've picked up in the practice runs. In place of the map, you will see a message board, where Ayrton Senna will make comments on your racing performance.

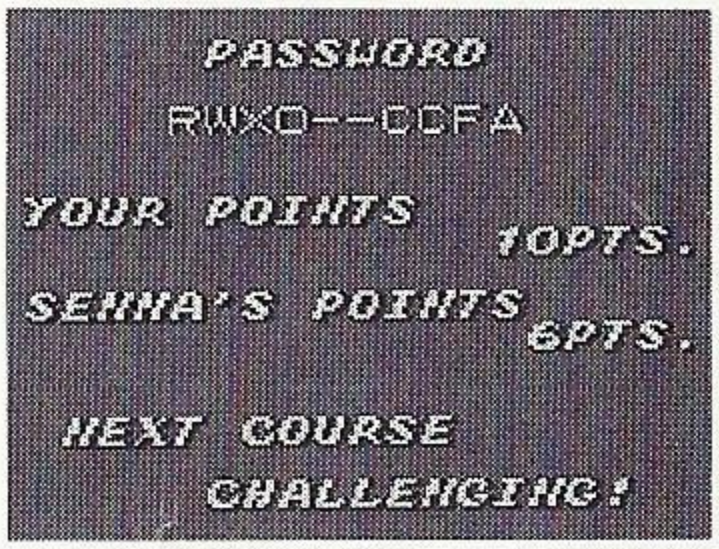
The Checkered Flag!

The World Championship is a series of 16 races of various lengths, spanning the globe. The tracks range from relatively easy high-speed circuits to dangerous curve-filled courses which take all your skill and concentration to maneuver through. To win the Championship, you must have the highest point total.



Once you finish a race, the Winner's screen will appear, showing all drivers and their times. Points are awarded as follows:

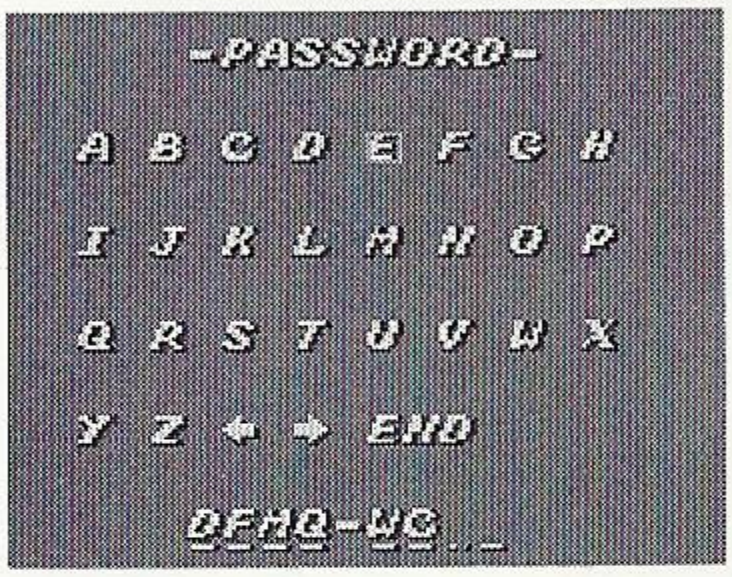
1st Place.....10 points
2nd Place.....6 points
3rd Place.....4 points
4th Place.....3 points
5th Place.....2 points
6th Place.....1 point



The password for the next race will be shown on the following screen, the Results screen. Below the password are the total points you and Ayrton Senna have each won so far. Don't forget to write down the password, in case you want to continue playing from that point later. After noting the password, you can go on to the next round by pressing Button 1 or 2.

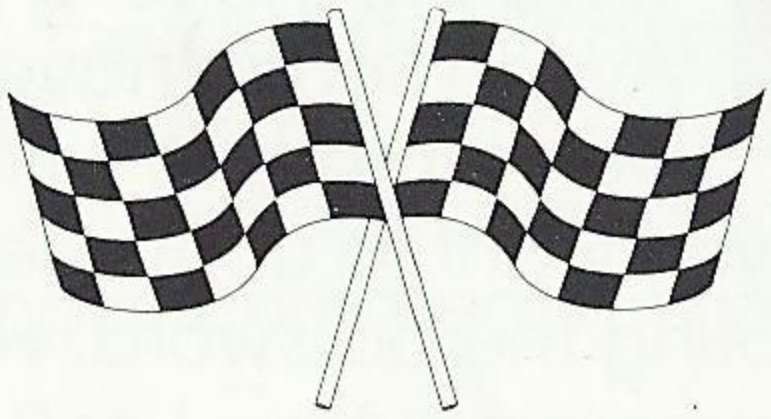
Passwords

To continue playing the World Championship series from any point you stopped at, choose World Championship from Mode Select screen A. The next screen you will see is Mode Select screen B. Select Password with the D-Button and press Button 1 or 2 to see the Password screen.



To enter your password, move the marker to the first letter of the password using the D-Button, then press Button 2 to input the letter, which will then appear at the bottom of the screen. Select the other letters the same way. When you are finished, select End and press Button 1 or 2 to start. If you make a mistake, choose one of the two arrows at the bottom right of the screen. Press Button 2 until the underline stops at the letter you wish to change, then select the correct letter with the D-Button and enter with Button 2.

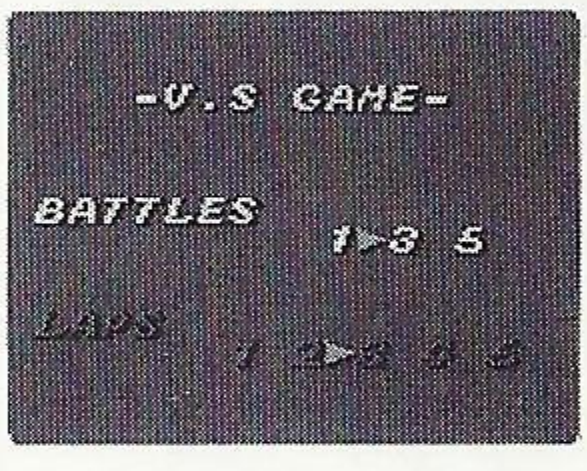
The winner of the World Championship is the driver with the highest total number of points. Don't worry if you lose a few, because you'll have plenty of chances to make up points as the championship goes on. The series ends in Australia, where you will find out if you go home with your head hanging, or with the championship cup in your hands!



VS. Mode



Here's your chance to race against a friend! To race in the VS. mode, you'll each need a Game Gear unit, an Ayrton Senna's Super Monaco GP II cartridge, and a Gear-to-Gear Cable™ (sold separately). Turn the power to both the units off, then insert the cartridges as described on page 2. Plug one end of the Gear-to-Gear cable into each Game Gear unit, and turn the power to both units on.

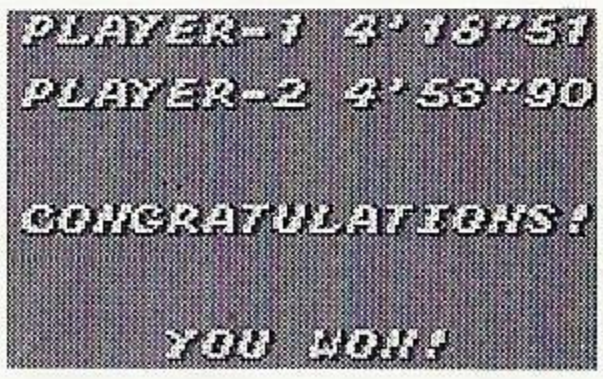


When you see the Title screen, press the Start Button to see the VS. Select screen. Select 2 Players with the D-Button, and choose with Button 1 or 2. Next, you'll see the VS. Option screen. Here are your options:

Laps: Choose from 1 to 5 laps.

Battles: You can race your opponent 1, 3 or 5 times.

Course: Choose the course you will race on from the 16 circuits.



The races in the VS. mode are played back-to-back. After each race, the two players' times are displayed at the top of the screen, as well as whether each player won or lost. The next screen shows the winning players' times again, and at the bottom of the screen, the total number of wins and losses so far. The winner in the VS. mode is the player who wins the majority of races.

The Finish Line!

NAME	LAP TIME	CIRCUIT	DATE
CHT2-KSJL			
CGC2-EMJX			

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

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 expiration 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.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

AYRTON SENNA'S SUPER Monaco GP II

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Ayrton Senna da Silva Promotions Limited.

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