SEGA

GENESIS

16-BIT CARTRIDGE



OFFICIAL SEGA SEAL OF QUALITY

AYRTON SENNA'S SUPER Monaco GP II

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

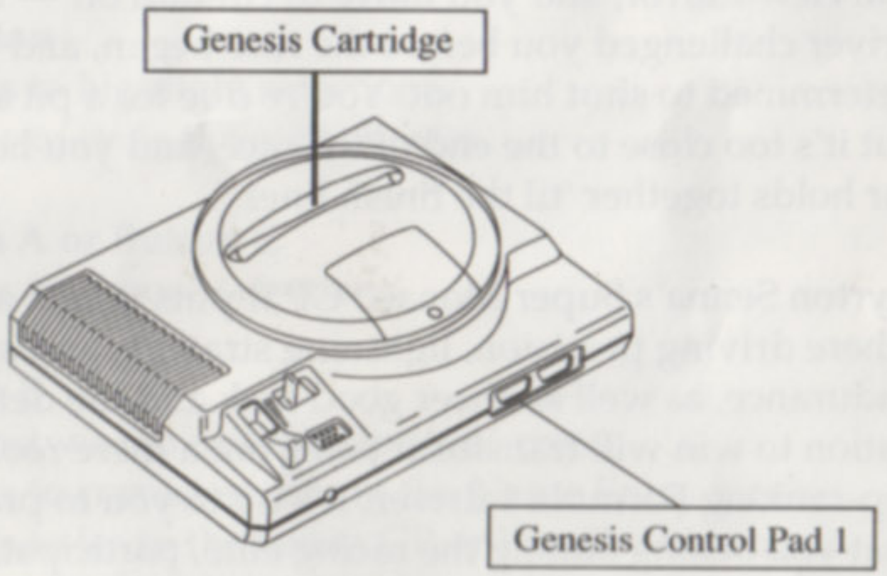
2. Make sure the power switch is OFF. Then insert the *Ayrton Senna's Super Monaco GP II* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

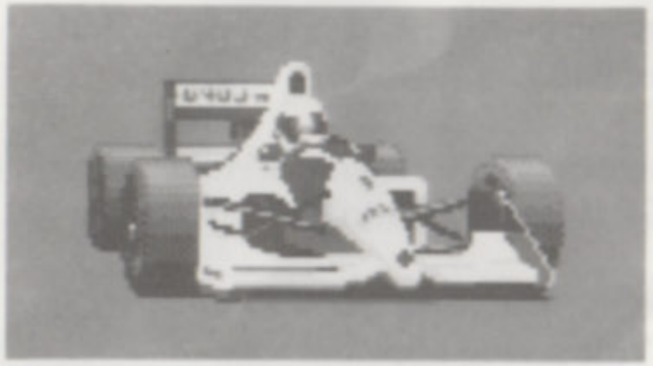
5. Press the Start Button when the Title screen appears.

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



For Game Play Assistance, call 1-415-591-PLAY.

The Thrill of Formula 1



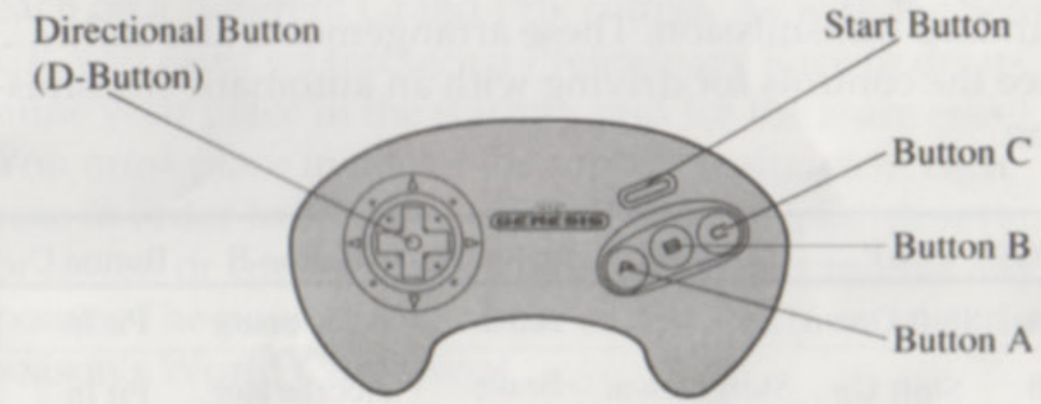
You're blazing down the track, the wind blasting against your windscreen and the visor of your helmet. The engine shrieks in your ears as you downshift to take the turn. G-forces tear at you, first one way, then the other as the turn whips into a chicane, almost too fast for human reflexes to follow. You're on the bare, cutting edge of control. Your concentration is intense, and time, for you, has slowed down to a crawl.

You're in Spain, with an additional two races left in the season. You were first in point standings, but a crash in Portugal put you out of that race and dropped you to third. You need to regain those points, and the best way to do it is to win this race. Now you're in third place, one more lap to go. Your rival's silver Minarae looms in your rearview mirror, and you move to cut him off — the driver challenged you before the race began, and you're determined to shut him out. You're due for a pit stop, but it's too close to the end of the race, and you hope the car holds together 'til the finish line!

Ayrton Senna's Super Monaco GP II puts you in a world where driving precision, lightning strategy, and superb endurance, as well as sheer good luck and the determination to win will transform you from a mere rookie to a top-ranking Formula 1 driver. It's up to you to prove that you belong among the racing elite, participating in the king of motorsports!

Gearing Up

Before you start to race, become familiar with what each of the controls does.



Start Button
- Press to start the game.
- Press to pause during play.
- Press to retire from a race or exit from a practice lap.
- Press to resume play.

In Selection screens...

D-Button
- Press to highlight selections.
- Press to cycle through choices.

Button A or Button C
- Press to choose selections.

Button B
- Press twice to exit the Options screen.
- Press to correct entries in the Name Entry screen.
- Press to leave the Senna GP or Free Practice track selection screens, and return to the previous screen.

Note: Once a track is selected (by pressing Button A or C), the only way to exit that screen is to begin the race or practice lap and use the Start Button to exit the screen.

Controlling Your Car...

The functions of the D-Button and Buttons A, B and C may be selected at the Options screen. CONTROL gives you six different arrangements for driving with a standard transmission. These arrangements also influence the controls for driving with an automatic transmission.

Type	*UP	*DOWN	Button A	Button B	Button C
A	Shift Down	Shift Up	Brake	Accelerator	Pit In
B	Shift Up	Shift Down	Brake	Accelerator	Pit In
C	Shift Down	Shift Up	Accelerator	Brake	Pit In
D	Shift Up	Shift Down	Accelerator	Brake	Pit In
E	Brake	Accelerator	Shift Down	Shift Up	Pit In
F	Accelerator	Brake	Shift Down	Shift Up	Pit In

*D-Button

Try each arrangement and find out which one is most comfortable for you. Remember — to steer, press the D-Button left or right.

An Overview

The best way to start this game is to take a few Free Practice laps on any of the 16 Grand Prix courses. Choose a course and a transmission, and get a feel for how your car handles — what it takes to move through those tight turns, and how much time you can make up on the straightaways. Take as many laps as you want, and compare your track times for each lap.

Next, try the Senna GP. It consists of the Preliminary Race (time trials) to determine your starting position, and the Senna GP, on your choice of three different tracks recommended by Ayrton Senna.

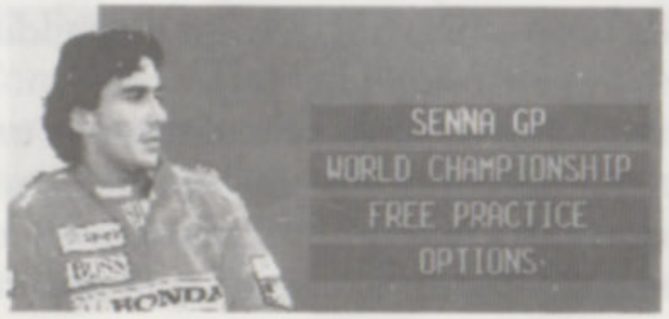
The World Championship consists of a series of 16 races, each on a different Grand Prix course. As with the Senna GP, you must go through a Preliminary Race to determine your place in the starting grid for the main event. You must place in one of the top six positions in each race in order to receive points. Should you finish seventh or lower, or crash during a race, you won't receive any points. The point leader at the end of the 16 races is the season's World Champion!

So climb into the cockpit, strap in, and get ready to push your car to the limit!

Start Your Engines!

Once you've inserted the cartridge and turned on the power, the Sega logo appears. This is followed by two Title screens and a short demonstration. Press the Start Button to bring up the Mode Selection screen. You can choose to enter the Senna GP, try to take home the trophy in the World Championship, take a few laps in the Free Practice mode, or take a look at the Options.

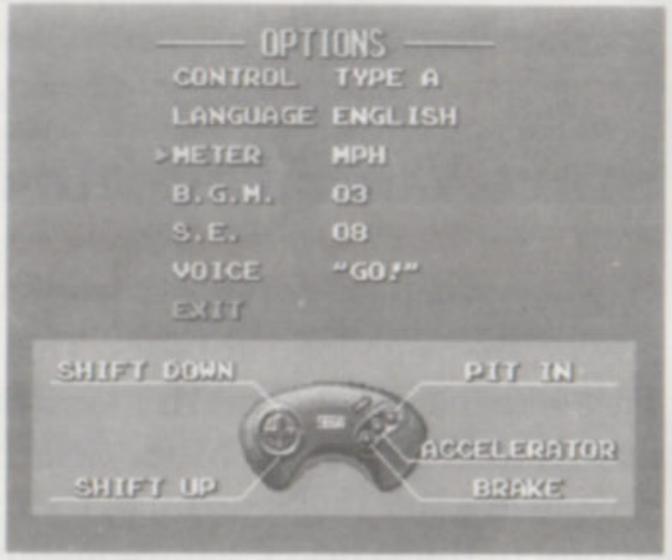
Each of the modes that appear on this screen will be discussed in the following sections. Let's begin with the Options screen.



Options

To select Options in the Mode Selection screen, press the D-Button down to highlight Options and press Button A or C. In the Options screen, you can choose the functions of the buttons on your Control Pad; or listen to the background music, Senna's voice urging you on, and the sound effects you'll hear while racing. You can also choose to have your speed and all track lengths displayed in miles or kilometers.
Note: Be sure to set the Language option for the language you want the track descriptions and rivals' comments to appear in.

To view the sub-options of each heading, press the D-Button left or right. To select, press Button A or C. Once you've made your selections, use the D-Button to highlight Exit and press Button A or C. Or press Button B twice. The Mode Selection screen returns.



Free Practice

Now it's time to refine your skills as a driver, and you have a choice of 16 of the finest, most demanding Grand Prix courses in the world today to practice on. To bring up the Course Select screens, press Button A or C. To view a map and description of each course, press the D-Button left or right. Press the D-Button down to scroll through Senna's comments on each course as it appears.

Choose the course you want to practice on by pressing Button A or C when that course appears on screen.



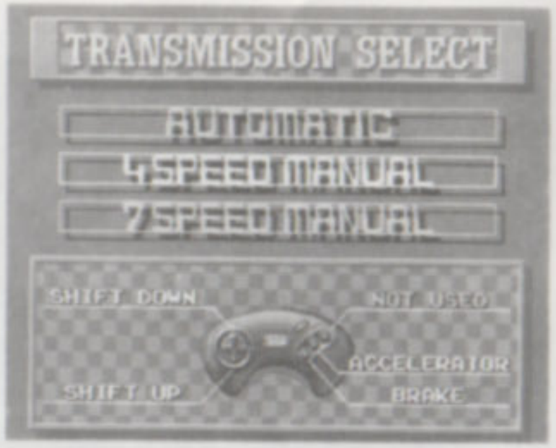
You will then have the choice of going through Image Training or making a Free Run. On a Free Run, it's just you, your car and the track, for an unlimited number of laps. Compare your time for each lap with the Best Lap time displayed on the top left corner of the screen.

In Image Training, you can unofficially compete against 15 other drivers in a race consisting of 1 to 6 laps — the length and your starting position are up to you to choose. To really sharpen your driving skills, you can also choose to race in dry or rainy conditions in Brazil, Canada, Great Britain, Belgium, Japan and Australia. After all, you won't know what kind of weather you'll be having on the day of a Grand Prix race. On a wet track you will have much less traction and control in the turns, and it will take careful planning to stay ahead of the pack and away from the obstacles that could wipe you out.



Press the D-Button up to highlight Image Training and press Button A or C. The Grid and Lap options will appear on screen. Press the D-Button left or right to choose your position in the starting grid, then press the D-Button down. Repeat the procedure for selecting the number of laps, then for the condition of the track (wet

or dry), then press Button A or C.



The next screen shows the three types of transmissions you can choose from: Automatic, 4-Speed Manual and 7-Speed Manual. If you're a beginner, it's best to start out with an automatic transmission. That way you can concentrate on the high-speed turns without having to keep an eye on the tachometer or worry about shifting gears. Once you've become accustomed to handling the car, you can move on to a manual transmission. Use the D-Button to highlight the type of transmission you want, and press Button A or C to begin the practice.

The next scene you'll see will be your car at the starting line. The bottom part of the screen shows what is ahead of you, and the top portion of the screen shows what's in your rearview mirror. The official starting light will be to your left.

Keeping in mind the arrangement of controls you set in the Transmission Select screen, take off when the starting light turns green. The time it takes to complete one lap depends on the course you've selected, the type of transmission you're using, and your driving ability. Practice on as many different tracks, as many times as you want.

If you want to change practice courses, press the Start Button. A message on the screen will ask if you want to exit the course. Use the D-Button to highlight Yes and press the Start Button again. This will bring you back to the Course Select screens.

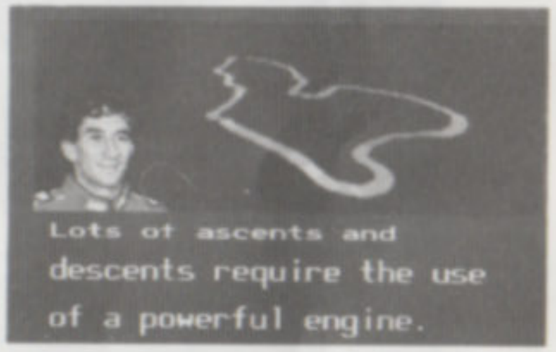
Note: Once you select a course, you cannot exit that course until the run begins.

Senna GP

Feel up to running with the big boys? This is a good, quick series of races meant to test your mettle, with three laps around three special tracks. From the Mode Selection screen at the beginning of the game, highlight Senna GP and press Button A or C.



Next you will see the three tracks you get to choose from. Use the D-Button to highlight the track you want, and press Button A or C. In the next screen, Senna will brief you on the background of the track you chose. To scroll through his description, press the D-Button down. If you wish to choose another track, press Button B to go back to the first screen, and repeat the procedure. If you want to give the track on screen a try, press Button A or C.



Select your transmission in the screen that follows. As in the Free Practice mode, you have three transmissions to choose from. Use the D-Button to highlight the transmission you want, and press Button A or C to choose and to start the Preliminary Race.

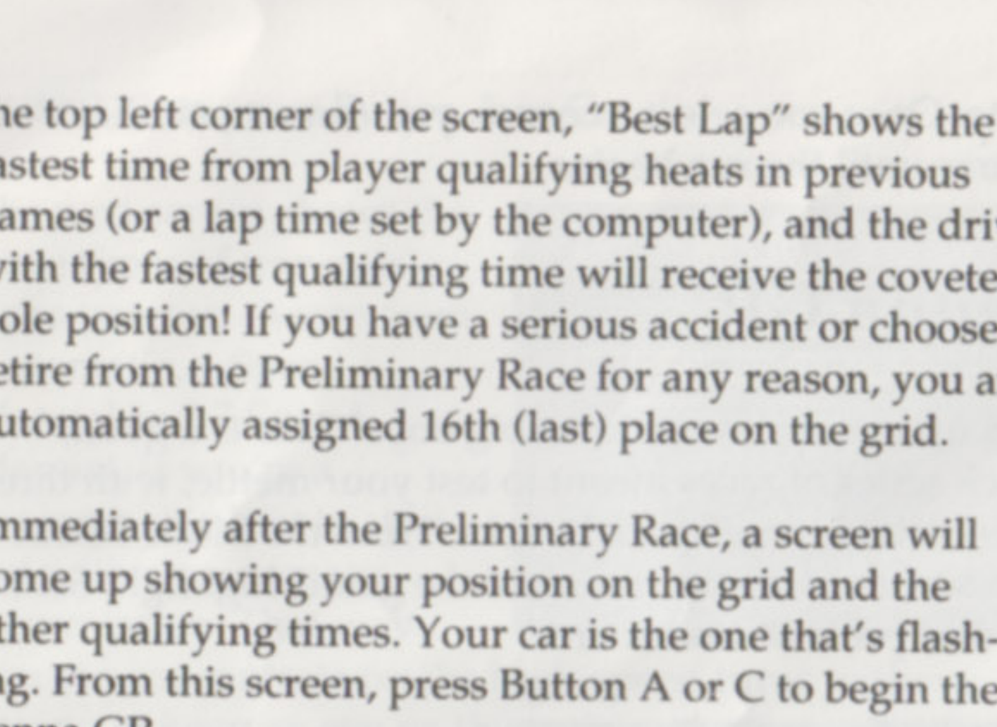
The Preliminary Race is a single lap used to determine your position in the starting grid for the Senna GP. At

the top left corner of the screen, "Best Lap" shows the fastest time from player qualifying heats in previous games (or a lap time set by the computer), and the driver with the fastest qualifying time will receive the coveted pole position! If you have a serious accident or choose to retire from the Preliminary Race for any reason, you are automatically assigned 16th (last) place on the grid.

Immediately after the Preliminary Race, a screen will come up showing your position on the grid and the other qualifying times. Your car is the one that's flashing. From this screen, press Button A or C to begin the Senna GP.

From the Driver's Seat

Be sure that you understand the various indicators that appear on screen during the race.



1. **Present Position:** This indicates where you are in the race. First through sixth place earns you points in the World Championship.

2. **Running Time:** This shows your current running time for each lap, and your total time. The numbers highlighted in yellow show the time for the lap you are currently running.

3. **Lap Indicator:** This shows which lap of the race you are currently in.

4. **Speedometer:** This shows your current speed, in miles or kilometers per hour, according to your selection from the Options screen.

5. **Course Layout:** Learn to use this layout to anticipate curves on the track. Your car is indicated by a white circle with a red "P" inside of it. Other cars are represented by plain white dots on the course. A yellow dot represents the car that's the biggest threat to you — the car to beat!

6. **Tachometer:** This shows your RPM, or how many times per minute your engine is revolving, and helps you determine the best time to change gear.

7. **Shift Indicator:** This shows which gear you are currently in and changes color when it's time to change gears. If you are using an automatic transmission, the word "Automatic" appears here.

8. **Starting Light:** You should already be on the accelerator before this turns green!

9. **Top Times:** These are the best times run on this course, both for a single lap and the total race.

10. **Rearview Mirror**: Check this often to see if anyone is trying to pass you — you'll be able to cut him off by blocking his way.

The Finish Line

After the race, a screen appears showing your final standing in the race and your times for each lap, as well as comments on your race. If you won, congratulations! Be sure to try the other two race courses offered in the Senna GP. If you placed badly, or crashed, pull yourself together and try again! Press Button A or C to go back to the track selection screen. From there, either choose the same or another track to try, or press Button B to go back to the Mode Selection screen.

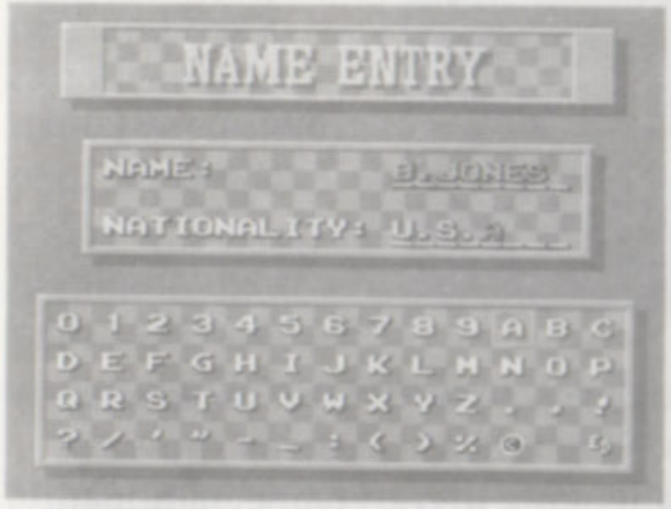
World Championship

The purpose of this 16-race series is to determine who has the skill, endurance and sheer determination to be the top Formula 1 driver of the season! From the Mode Selection screen at the beginning of the game, use the D-Button to highlight World Championship, and press Button A or C. You will then see two sub-options: New Game and Continue. If you are just beginning, use the D-Button to select New Game. Then press Button A or C.

You will then be given a choice between the Beginner and Master difficulty levels. Beginner level is similar to the level of difficulty you encountered during the Free Practice and Senna GP rounds. The Master level, however, takes you all the way. You will start out as a member of the up-and-coming Serga racing team, and depending on your performance, you may be asked to change teams. You will be challenged by other drivers, or you can issue a challenge yourself. The races



in the Master level are longer as well, with three more laps than the Beginner level. Use the D-Button to highlight the level you want, and press Button A or C.



After you select your level of difficulty, you will be asked to enter your name and nationality on the next screen. Use the D-Button to cycle through the block of letters at the bottom of the screen, and press Button A or C to choose the appropriate letters. If you need to make a correction, press Button B until you reach the letter you need to change, select the correct letter, and press Button A or C. When you finish with a line, use the D-Button to select "ED" and press Button A or C.

Ayrton Senna greets you on the next screen, with a few words of encouragement. Press Button A or C. The next screen tells you the round number and course name, and gives you the choice of taking some warm-up laps or going ahead with the race. Use the D-Button and Button A or C to choose Warm Up, choose your transmission, then take as many laps as you want to heat up those tires and get your adrenaline flowing before the race begins. Then use the Start Button to exit the warm-up mode and get on with the race!



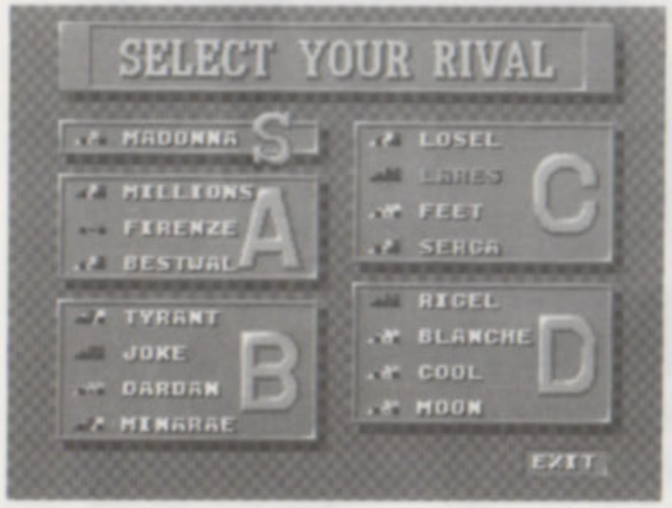
As in the Senna GP, you'll start with a Preliminary Race to qualify for your starting position. If you crash or choose to retire from the Preliminary Race for any reason, you'll have to battle your way out from last place on the grid.

And now it's time to give it all you got, and make your name one of the top names in Formula 1 action!

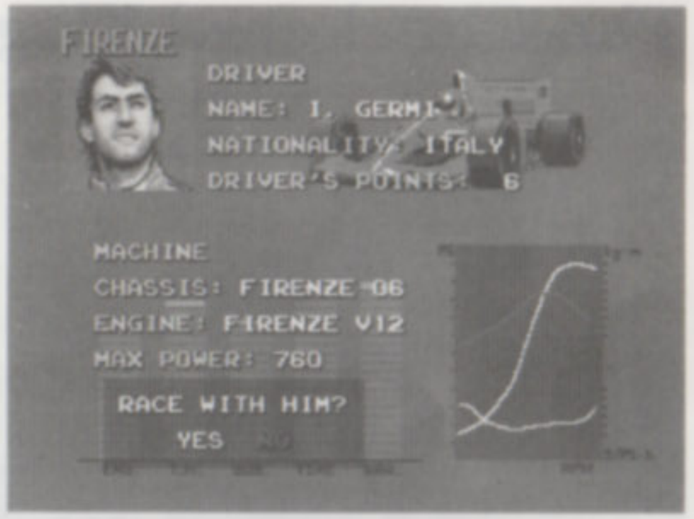
Your Rival

If you select the Master level, some of your races may begin with a challenge! You will see a screen showing the statistics of the challenging driver: name, nationality, point status, type of racecar, and the driver's message to you.

After the Preliminary Race, the screen will display the starting positions of you and your rival. The cars belonging to you and your rival will appear in their racing colors; the rest of the field is in a uniform color. Do your best to earn a good position in the qualifying race, or your rival may win the race before it has even begun!



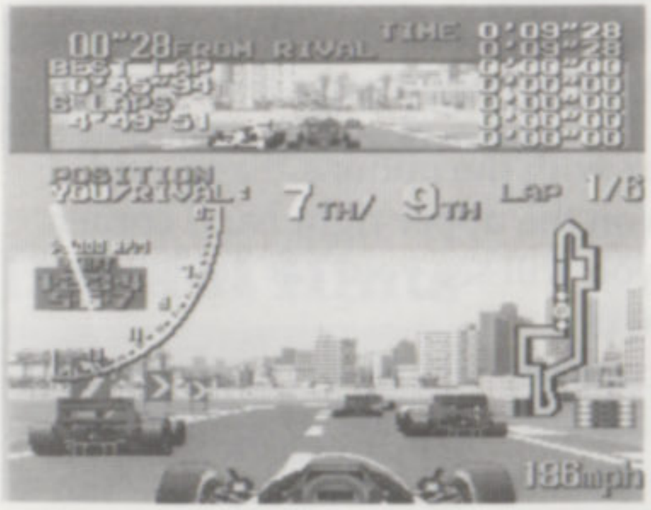
In some races, on the round screen you will be asked if you wish to select a rival. If you choose "yes," the next screen you see will be a list of rivals arranged by class and chassis name. Select a name using the D-Button and press Button A or C to see the prospect's statistics. At the bottom of the screen you will be asked if you wish to race with him. If you select



"yes," the race begins. If you choose "no," you will return to the name screen to choose another rival. If you change your mind about choosing a rival, highlight "Exit" with the D-Button and press Button A or C.

When you choose a rival, it's best not to choose someone who's doing much better than you. You'll be under enough pressure to just stay in the running for the championship!

The name highlighted in yellow is yours; select it with the D-Button and press Button A or C to see your own statistics, then press Button A or C again to choose your rival.



Once the race begins, your rival's position, in yellow, will be visible next to your own near the center of the screen. A timer in the upper left corner of the screen shows how many seconds you are from your rival, or hopefully, how far ahead you are of your rival!

The Checkered Flag

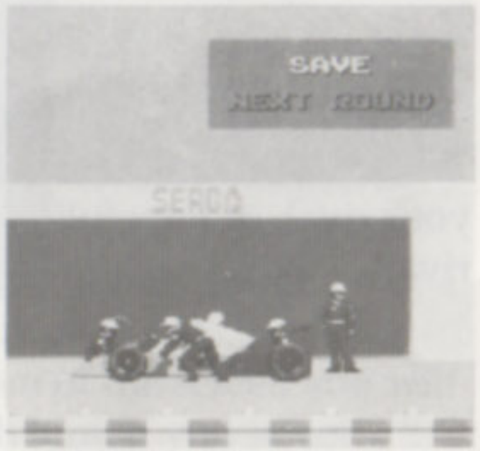


So how did you do? The screen that follows the race displays the times and point status of the top six drivers in that race. If you did not place this time, your name will appear at the bottom of the screen. Press any button to continue. What follows is the driver's point rankings for the races thus far. You can see how many points you'll need to win.

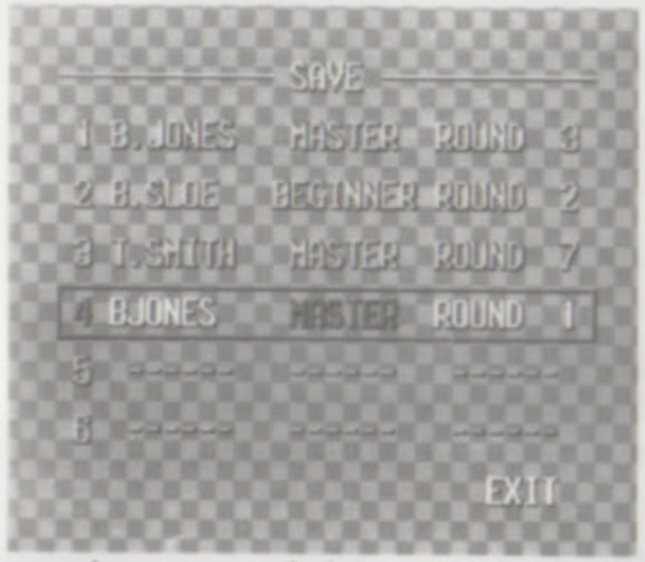
Placing drivers accumulate points as follows:

Place	Points
1st	10
2nd	6
3rd	4
4th	3
5th	2
6th	1

Press any button. A box with the options "Save" and "Next Round" appears on the upper right hand corner. In the Master Round, you will see your car going into the pit. Your pit crew will comment about your performance. If it was not up to snuff, you may be told to resign from the team. Another racing team may pick you up, but it's likely that the performance of their car won't be as competitive, and that will make it even



harder for you to win. You will then see the options to Save or continue with the Next Round.



If you wish to stop racing or save what you have done so far, select "Save" and press Button A or C. A Save screen will appear. Press Button A or C. When the screen displays the name of the round you just completed, you have saved that round. That way you can continue your race later on. If you wish to save your record in a blank space on the screen or replace an existing record, simply press the D-Button down until the box surrounds the area you would like to put your record. Then press Button A or C.

If you wish to continue with the next race, use the D-Button to select "Next Round" and press Button A or C. If you wish to try the same race again, press the Reset Button on the Genesis unit, and you will return to the end of the last race you saved.

Helpful Hints

- If you know how to use it well, a manual transmission is faster on any track.
- Bear in mind that the control pad arrangement you select in the Options screen at the beginning of the game will alter the accelerator, brake and gearshift controls you will choose during races and practice runs.

- Keep a light touch on the D-Button — it is very easy to brake or downshift by mistake during turns and slow yourself down.

- Resist the temptation to stand on the accelerator the entire race. Some tracks may be forgiving enough, but more often than not, this practice will end your racing career!

Handling Your 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. 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 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.

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.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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