Enduro Racer™

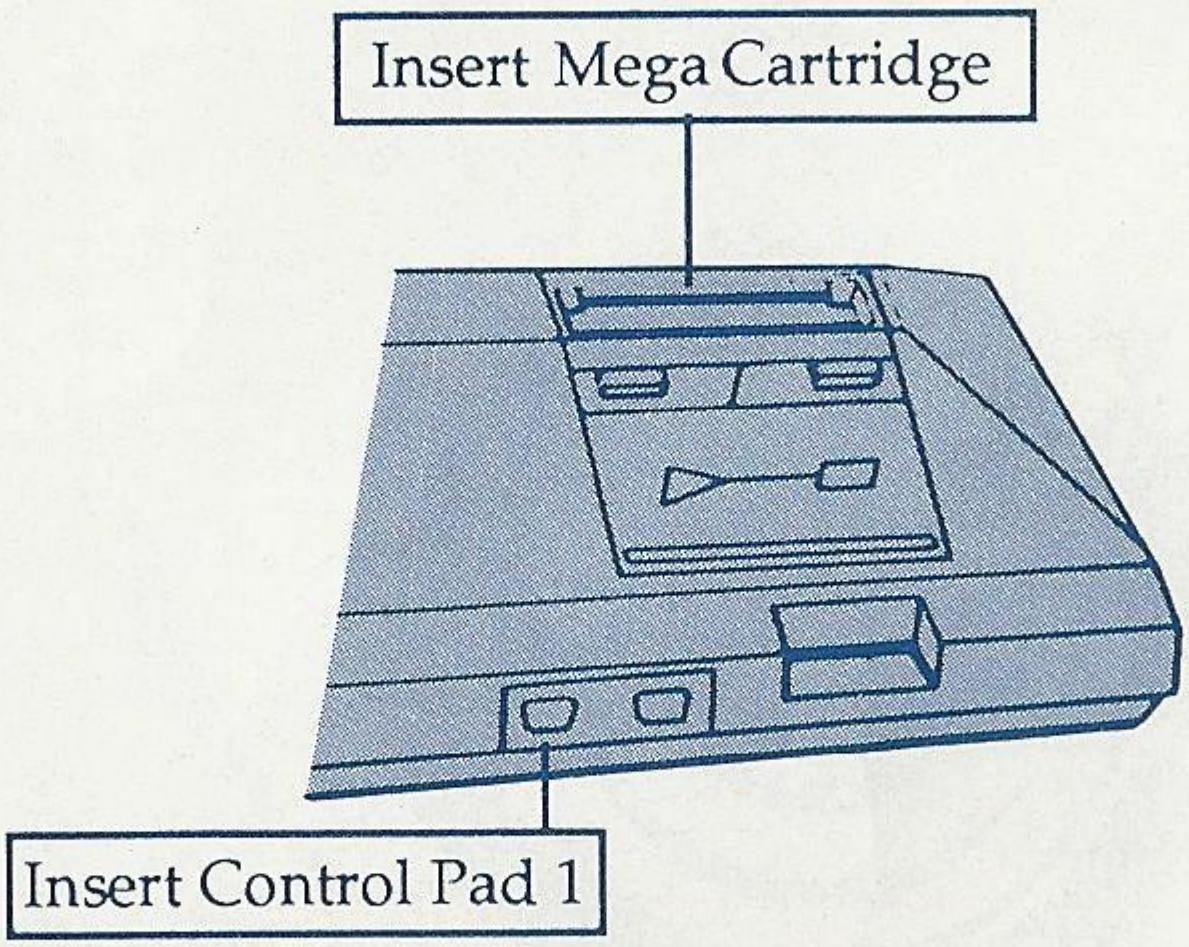
SEGA®

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the ENDURO RACER™ cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™

For 1 Player Only : Press Button 1 or 2 on Player 1's Control Pad.



Race To The Finish

This wild race through the perils of diverse and rough terrain will make you grip your Control Pad while you search for the next obstacle.

Your objective is to drive your fastest, pass as many speeding cars and motorcyclists as possible, take the jumps without losing speed and do as little damage to your bike as possible. Think you can handle it?

You'll be given five separate scenes which will introduce you to every pitfall known to Mother Nature. If you survive them, you'll be able to repeat each scene once more for a total of ten scenes in all.

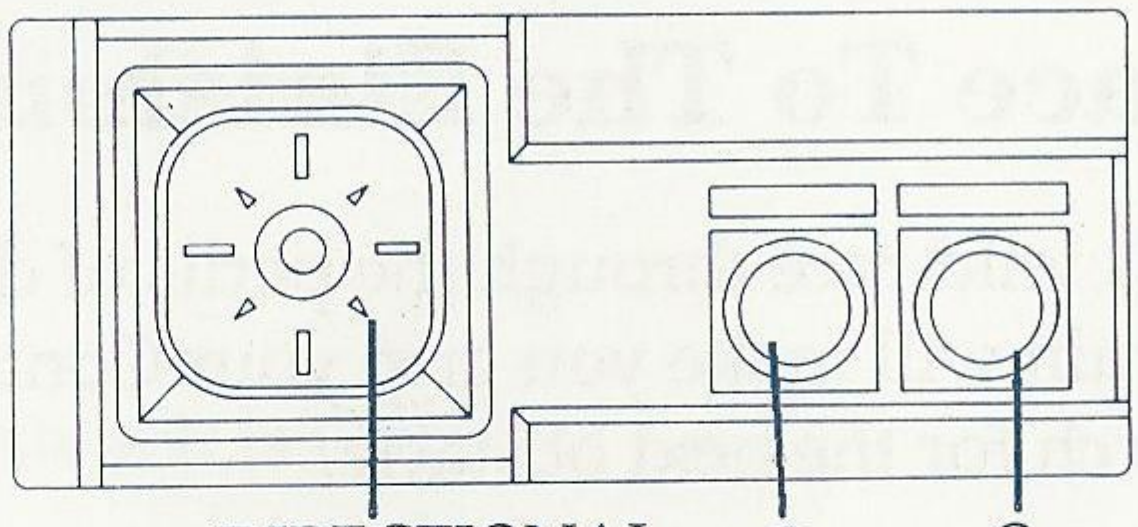
So start your engine, you're in the fast lane now.

How To Handle Your Machine

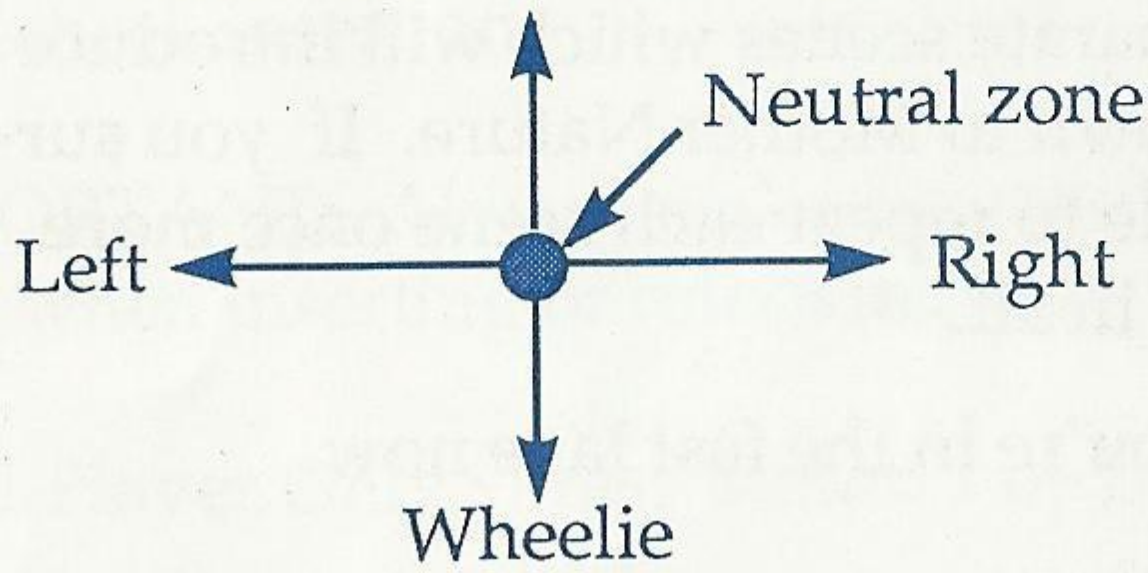
Before you begin playing, orient yourself with movements and functions each button is geared to prompt. You'll have to use hand-to-eye coordination in order to speed quickly ahead and avoid all the obstacles. And remember, you'll do much better with practice.

Individual Functions:

Each button on your Control Pad will prompt its own critical moves.



Parts/Item selection only



Your Directional Button
(D-Button):
- Will move your bike in two different directions: *left and right*.
- *Wheelie*: running on your rear wheel for about a second.
- Provide a *neutral zone* by pressing center of button.

Button 1:
- Brake

Button 2:
- Accelerate

Now that you're familiar with the basics, here's the setup for sophisticated driving techniques.

Moving Left to Right:

When you need quick moves out of tight places, you need to use your D-Button to guide your bike in the desired direction.

- While holding Button 2 down, press your D-Button directly on the right side center. This will give you the quickest move to the right.
- While holding Button 2 down, press your D-Button directly on the left side center. This will give you the quickest move to the left.

Accelerating:

To accelerate, you must hold Button 2 down at all times.

- When your bike starts to slow down, either time is running out or you've hit too many obstacles or loose dirt, etc. . . . Continue to hold Button 2 down, you'll gain momentum again.

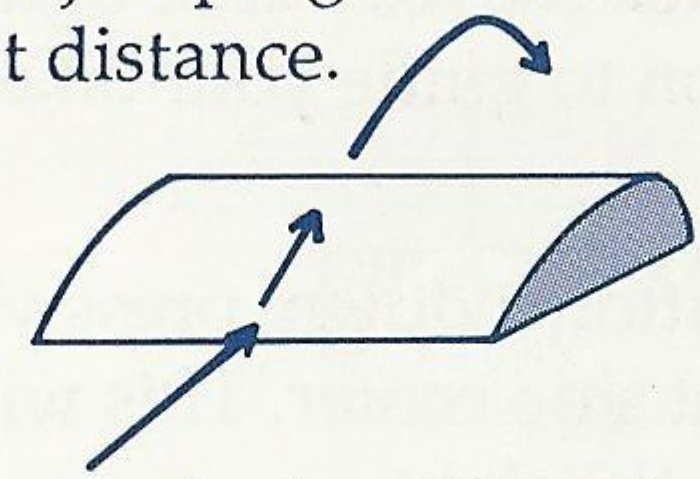
Braking:

Braking can be overused and cost you important seconds in the race. You need to use a light hand when applying Button 1.

- When you need to slow down, you can simply release Button 2. The bike will immediately lose speed.
- When you need to stop immediately and avoid an obstacle, press Button 1 in a series of quick presses. If you slam on the brakes pressing all at once, chances are your bike will crack-up.

Jumping:

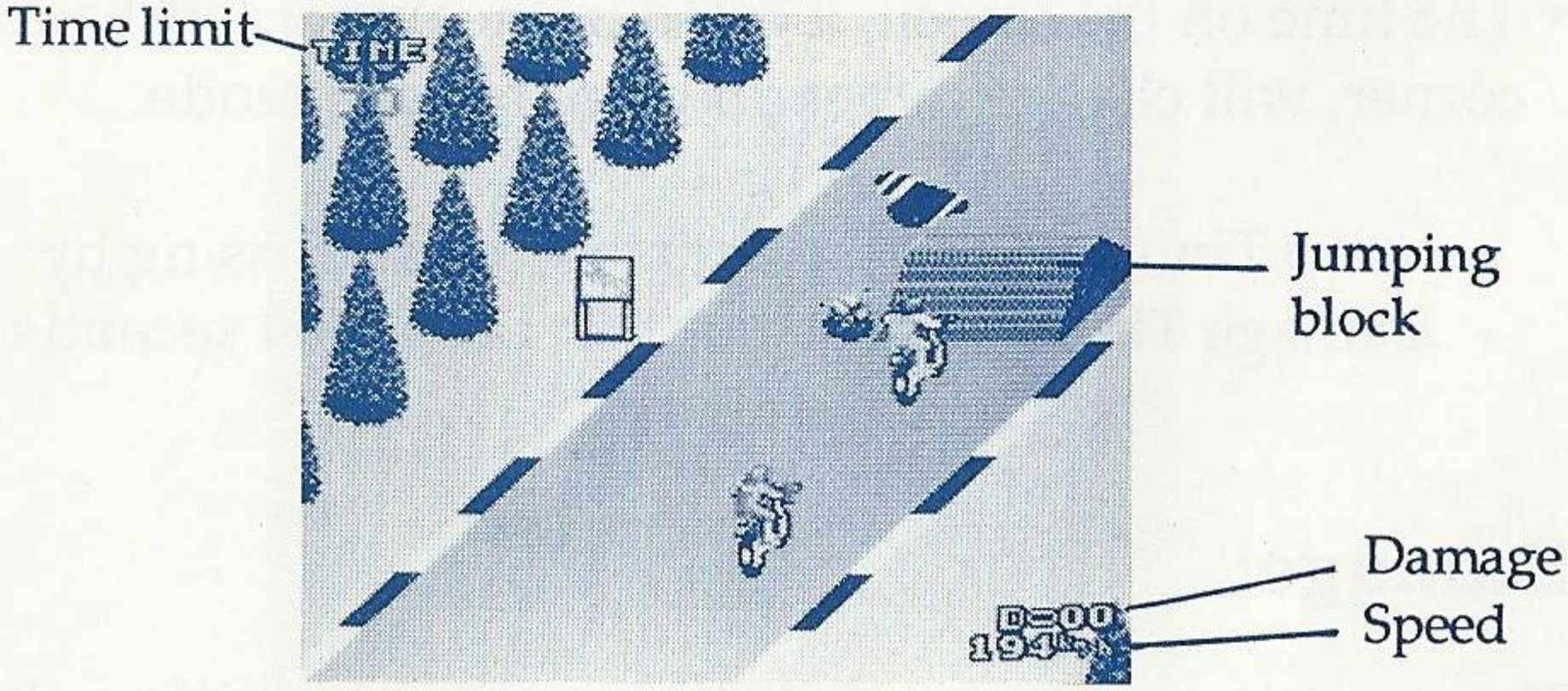
The main objective to jumping blocks is not to lose speed and gain the greatest distance.



- Once you've run on to the jumping block in a *wheelie* position, look for the moment when your rear wheel is right on the top.
- Just before jumping off, press your D-Button in the neutral position.
- Maintain Button 2. The speed will carry you further.
- Remember, the D-Button does not control a forward direction. There is no need to press it ahead when taking a jump or at any other time on the track.
- If you jump without assuming a proper position and execution of the D-Button, your speed will decrease by 25% and you will not increase your jumping distance.
- Sometimes your landing spot will be on the top of another jump. When this happens, follow the above rules to maintain speed and gain distance.
- If your landing spot looks dangerous, you can change direction in mid-flight. Follow left to right instruction and your bike will assume your new direction upon landing.
- Unless the tires are touching the ground, brakes and accelerator will not function. So don't try to brake or speed out of a dangerous landing, instead follow the above suggestion.

Take Control

Before you actually start the race, the following will guide you through game rules and requirements.



Time Limit:

You are allowed a specific amount of time to complete each race sequence. Should you fail to meet this time requirement, you will be disqualified and the game is over.

Since the race scenes are repeated following the finish of race scene 5, they will be referred to as Scenes 1-5, 6-10 and when they overlap, Scene 1 & 6, 2 & 7, etc..

- Scenes 1-5 — Time Limit - 60 secs.
  Scenes 6-10 — Time Limit - 50 secs.

- When you reach the finish line in less than the time allowed, your reserve time will be awarded to the next scene's time limit so you can help yourself win in more time consuming races.

- However, there is a limit to the amount of transferable time. The maximum amount you'll be allowed to transfer is 99. If the amount of time limit for one scene plus the amount you've been awarded to transfer exceeds 99, the overage of time will not be transferred.
- The time on the screen, located in the upper left-hand corner, will change depending on the race mode.

  - Jump Time = 1/2 the actual seconds passing by.
  - Damage Time = 2x faster than the actual seconds passing by.

Damage:

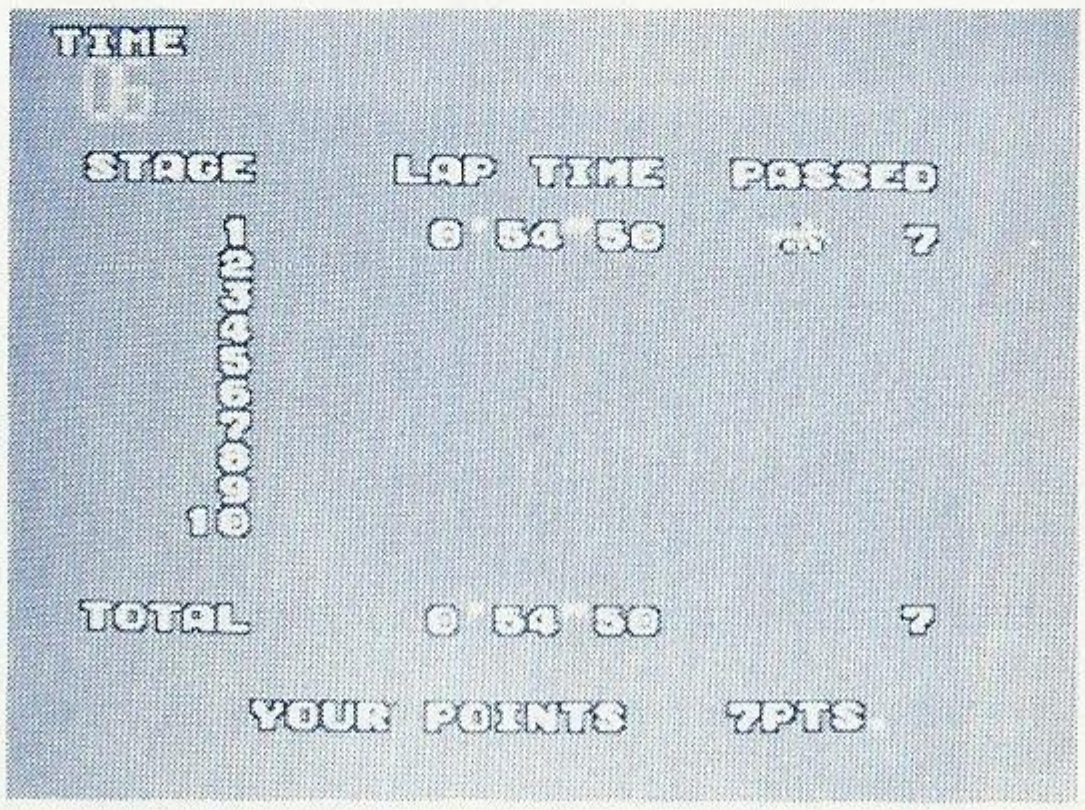
There are several types of obstacles presented off-road and on-track in this course. When your bike makes contact with any of them, it will be reflected in damage points which will increase from scene to scene. This will be reviewed at the end of every scene. Once your damage points exceed 98, your screen time will pass twice as fast as normal.

The following charts your damage intake:

OBSTACLES	RESULTS	DAMAGE POINTS
Rocks, small pieces	Speed decrease	+ 4
Sinking in water	Dead stop	+ 8
Large obstacles (cars, bikes, trees, ruins, stones, etc.)	Crash/ Crack-up	+ 10
Cloud of dust	Speed decrease	0

Evaluation Screen:

When you finish a race, the screen will evaluate your performance and award you skill points as well as damage points. Your skill points are based on how many cars and bikes you pass during each individual scene.



The following will be reviewed:

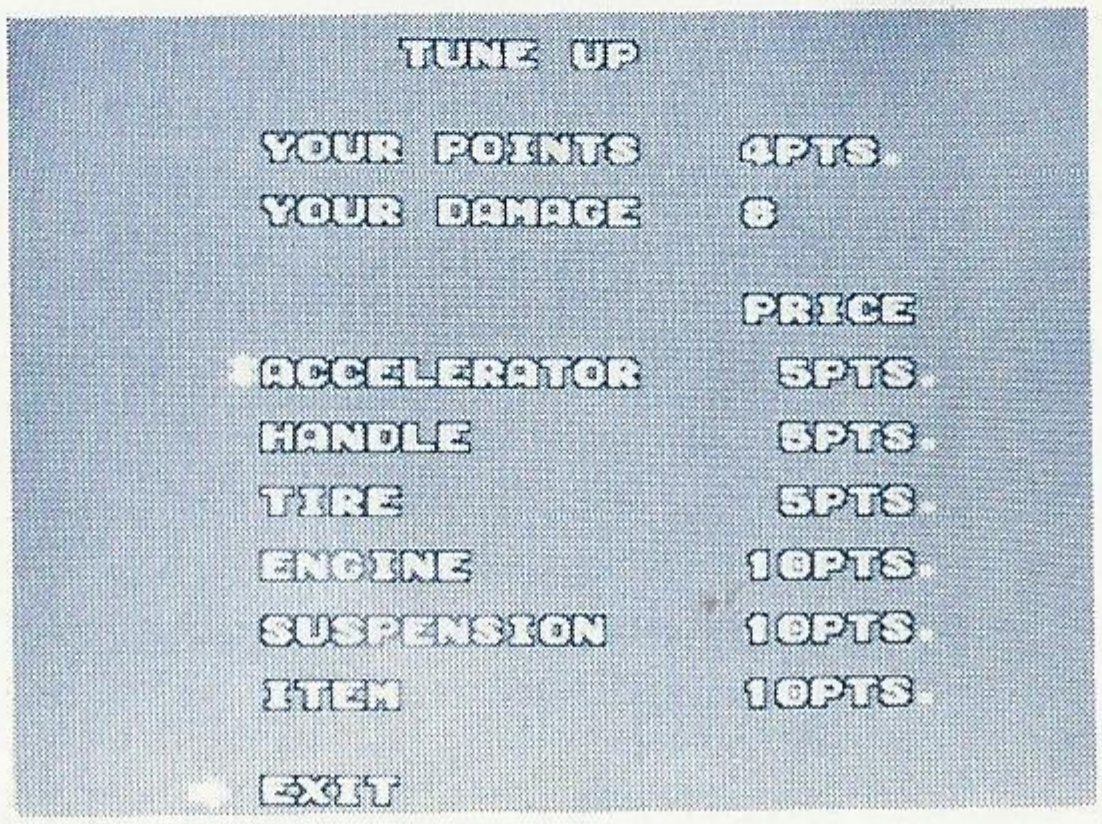
- Lap Time: Time spent finishing one race.
- Passed: Number of cars and bikes passed.
- Total: The total amount of points awarded to you for use in the next screen.

After the 10th scene, the ' Total ' message will start blinking to notify you that the game is over.

Tune-Up Screen:

Once you've reviewed your evaluation screen, you'll be able to tune-up your bike in the next screen.

Here you can exchange points that have been earned in passing for parts that will improve the performance of your bike.



Choosing parts follows these moves:

- Position the arrow along the left of the part or condition you want to improve by moving your D-Button up and down.
- Once you decide which part, press Button 1 or 2 to choose it.
- If you wish to return to the game without choosing any part, position arrow next to "Exit" and press Button 1 or 2.
- Following your choice, repeat the above to begin play again.

Below is an outline of the benefits given and the points needed for each part or condition.

PART	PERFORMANCE	POINTS SCENES 1-5	6-10
Handle	Faster turns to left/right	5	10
Accelerator	0 to 200 km/h more quickly	5	10
Tire	Improves speed in rough terrain	5	10
Engine	Allows top speed of 263 km/h	10	10
Suspension	Jump without loss of speed	10	20
*Item	Minimize your damage	10	20

* Depending on how many items you have acquired, you can reduce your damage points.

ITEM	DECREASE IN DAMAGE POINTS
Spanner	- 4
Tape	- 6
Tire	- 8
Tool Kit	- 10
First Aid Kit	- 12
Health Drink	- 16
Poly-tank (reserve)	- 18
Battery	- 24
Mechanic	- 30
Key	- 50

When you choose any item, you will automatically lose the stated amount of damage points.

Decide which item you need, then choose it. There is no fixed order for choosing an item.

Now Make Your Move

The only part of the game left is to play. So read the following and then go for it.

Start:

After you're positioned at the Starting Line, the countdown will immediately start.

The counting will begin at 3 and end at 0, start pressing Button 2 to rev your engine and leave the lineup.

Treacherous Race Scenes:

There are five race scenes in all which you'll be able to repeat. The second time around they will be more demanding and quicker. So practice well in the first set and you may be able to survive the grueling driving in the second.

Scene 1 : A Country Track

This scene will open on a groomed track in the country. You'll be racing against cars and the obstacles are obvious. Watch out for:

- Big rocks, riding on the green, trees.

Scene 2 : The Ruins.

Here you'll find yourself in a wasteland of stone jumps and ruins where you can really knock yourself up. You'll be racing against bikes in an unstructured terrain with no track. Watch out for:

- Ruins, rocks, riding away from jumps.

Scene 3 : The Red Desert.

This place is as hostile as any desert can be. You're racing against cars in another unstructured terrain with no track. The land is very hard on your bike, so stay in the open red area away from obstacles. Look out for:

- Cactus, dirt, areas of green foliage, rocks.

Scene 4 : Marshland.

This is 90% water and 10% track. You'll wish you were a fish because this scene is tough to stay on dry land. And when you hit the water, you sink. Be careful and drive well. Watch out for:

- Water, water, water.

Scene 5 : Mountain Roads.

Welcome to the hardest and last scene. You're competing with cars and the scene is wide open, unstructured, rough and relentless. Watch out for:

- Trees, rocks, hills, cliffs, dirt, slides.

Best Time:

The best time will automatically replace the old time when you've won the game and made it through all ten races.

This time will appear at the end of the game and remain in the game until a new time is achieved, just like a real arcade game.

Best Time Record Book

Name				
Date				
Time	: :	: :	: :	: :

Name				
Date				
Time	: :	: :	: :	: :

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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Sega® Card/Cartridge

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This 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.

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