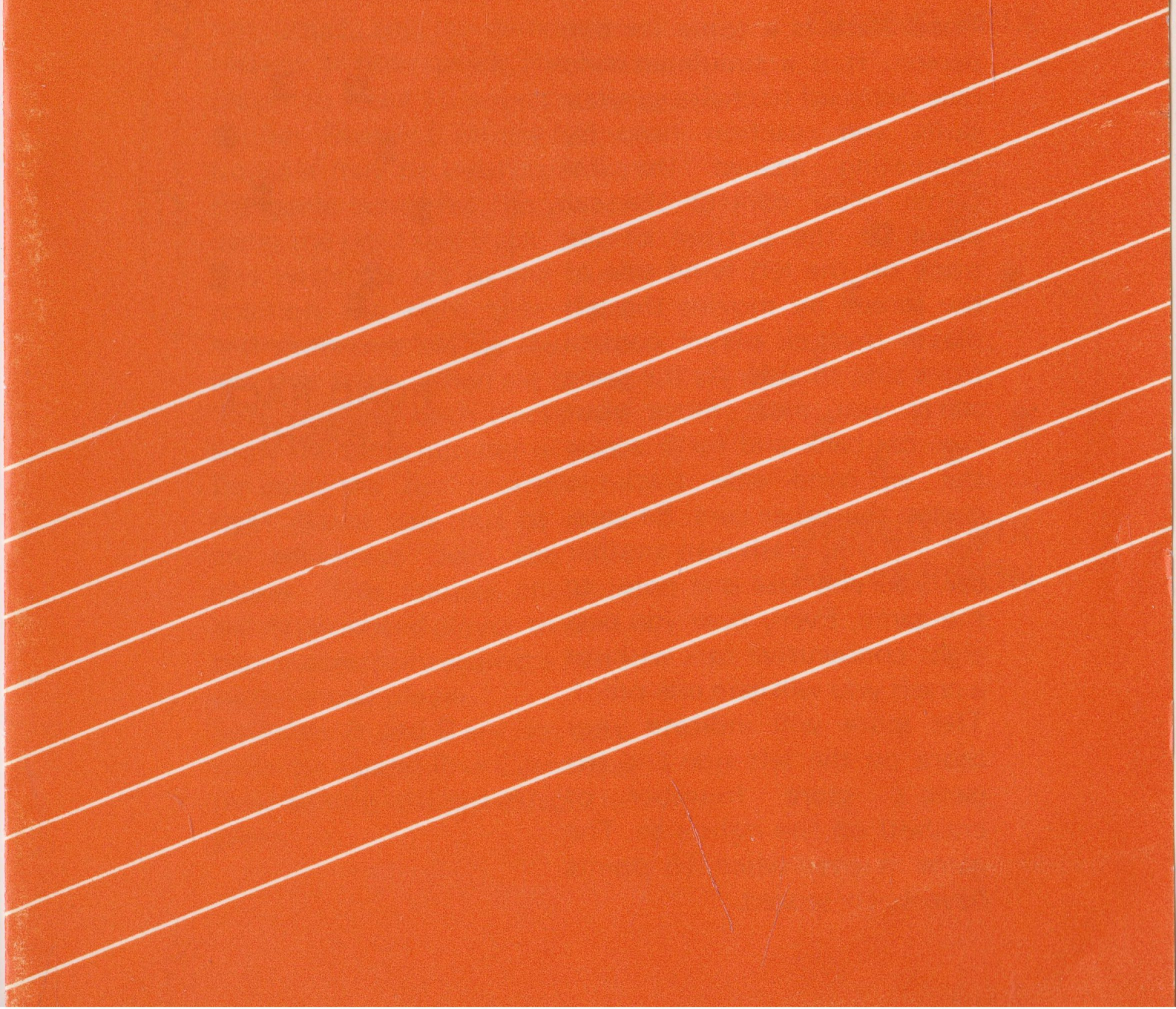


INSTRUCTIONS FOR

# GRAND PRIX CARTRIDGE





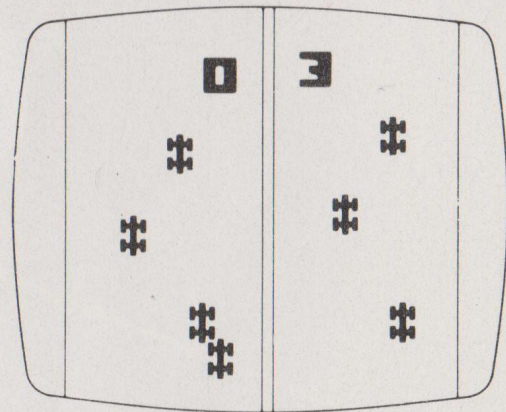
## GRAND PRIX CARTRIDGE

The Grand Prix Cartridge lets you play two realistic car racing games with your Programmable Video System.

After inserting the Grand Prix Cartridge into the Game Console, switch the Game Console on. Press the key on the Game Console for the game version you wish to play; key 6 for the Road Race or key 10 for the Grand Prix Game. (Note the other keys are not used with this cartridge).

### ROAD RACE

Road Race is a game for one person. It is a simulated auto race designed to challenge your skills and reaction time by competing against the TV Game. You control the car image at the bottom of the track on the left hand side of the screen by moving the left player joystick player control from side to side. As the game starts you must move your race car back and forth across the left-hand side track to dodge the other cars. Be careful — if you crash into another car you will lose one point to the game. Every time you pass eight consecutive cars without a crash you will gain one point. The score will indicate your score on the left side and the game's score (number of crashes) on the right side. The game is over when 15 points have been scored.



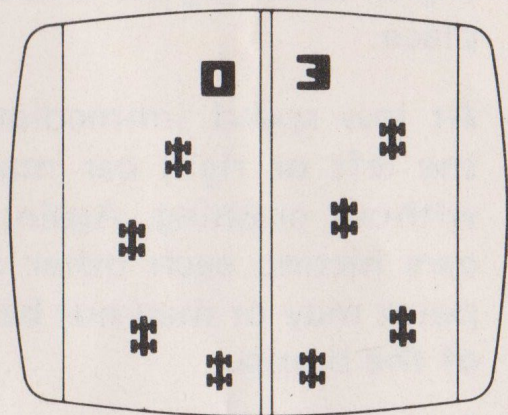
**ROAD RACE  
CRASH!**



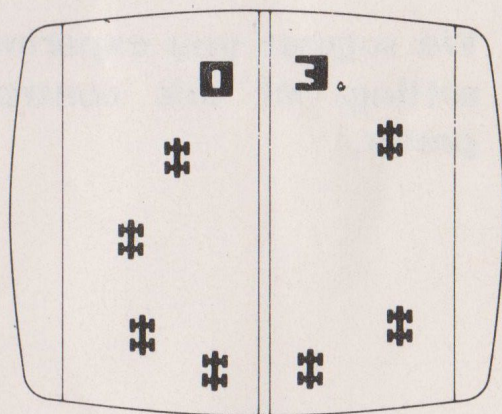
## GRAND PRIX

Grand Prix is an auto racing game for two players. In the Grand Prix game players use the left and right joystick player control units to move their cars across the race tracks and avoid hitting slower cars. The race speed will increase every few seconds until a crash occurs. When one player crashes his opponent will score one point, and the game then restarts at slow speed. The first player to score 15 points is the winner. Switch C on the Game Console may be used to make the game easier for the player using the right side track. When this switch is set to the 'Am' position the right side track will show one less car than the left side track. When set to the 'Pro' position both tracks will show the same number of cars. By using the 'Am' position the right player can thus be given an advantage over the left player. This feature allows a less experienced player to compete successfully against a more experienced player.

Switches A and B are not used with the Grand Prix Cartridge, their setting will not effect the game.



GRAND PRIX



GRAND PRIX  
AM-VERSION



While playing the game you will notice that cars sometimes brush wheels but do not crash. This simulates real racing as a slight touching of wheels may not result in a crash taking place.

At low speed (immediately on game start up after a crash) the left or right car may pass through the first obstacle car without crashing. Again, this simulates real racing where two cars hitting each other at very low speed may not crash. A point may or may not be scored depending on the seriousness of the bump.

Note: The player centering control may be used to make minor adjustments to the sensitivity (or range of motion) of the player joystick control. The player centering control is located at the back of the Game Console where the mains adaptor plugs in.

We suggest you experiment by playing the games at various settings of this control to determine the position you prefer.

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