Codemasters™

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16001

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MADE IN U.K.

THE ORIGINAL
Micro Machines
SCALE MINIATURES

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

Codemasters™

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA
GAME GEAR™
SYSTEM

EPILEPSY WARNING

WARNING: *Please read before using this video game system or allowing your children to use it.*

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP

1. Make sure the power switch to your GAME GEAR™ is switched OFF.
2. Insert your Micro Machines™ cartridge into your Game Gear™ as described in the instruction manual.
3. Turn the power switch back on again and your Micro Machines™ game will run.

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PHONE THIS HELPLINE NUMBER FOR

1900 RESTART (7378278)

- EXTRA LIVES
- HIDDEN BONUSES
- MEGA CHEATS

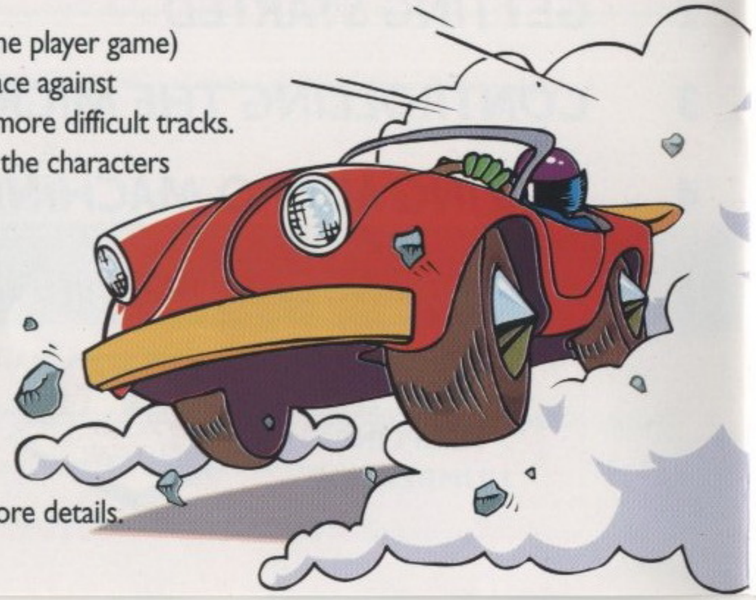
Call costs 95¢ per minute. Remember you should have permission from the person who pays the phone bill first!

MICRO MACHINES™

Micro Machines™ is a car racing game where you get to race 8 different Micro Machines™ on 28 different tracks each in 8 different environments. There are 11 different characters to compete against, each with his or her own skill level and character.

In Micro Machines™ Challenge (The one player game) as long as you keep winning you will race against all eleven characters on progressively more difficult tracks. The idea is to knock out every one of the characters until none remain, leaving you as the Micro Machines™ Champion.

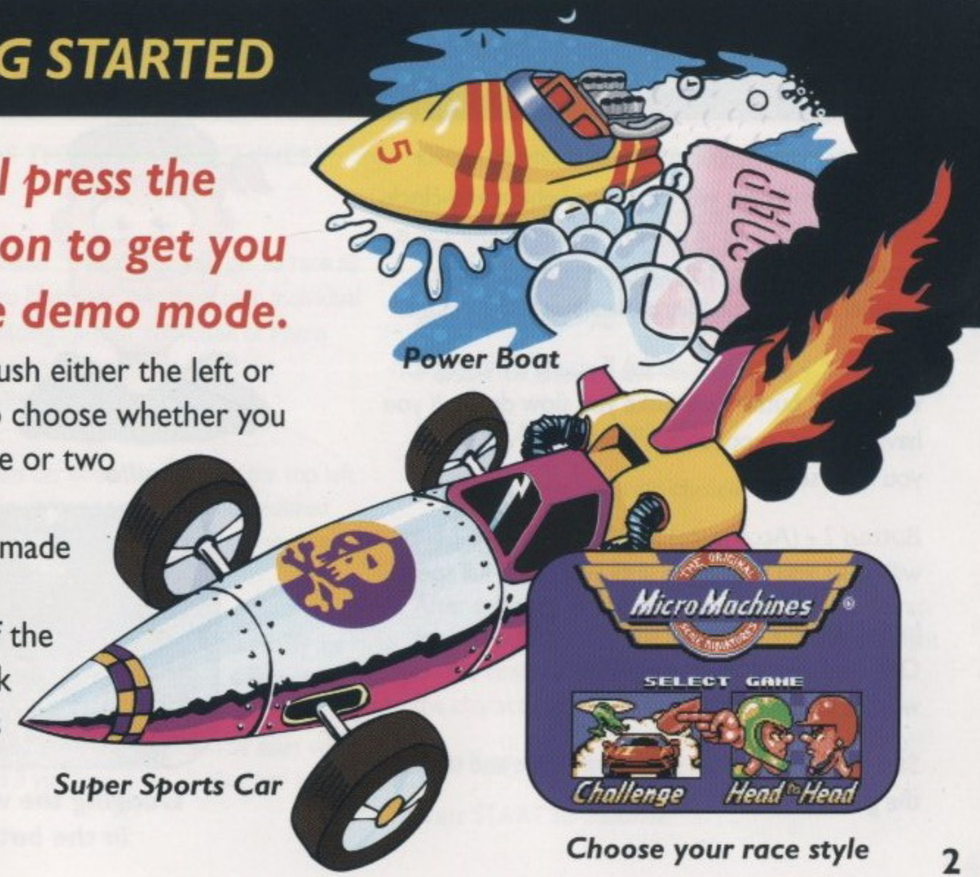
In the two player game, you can race against a friend or a group of friends one at a time. There are only two cars on the track at a time and the race is over three laps of the course. See chapters on different games for more details.



GETTING STARTED

First of all press the start button to get you out of the demo mode.

You may now push either the left or right buttons to choose whether you want to play one or two player games.
Once you have made your selection, read the part of the instruction book which describes that part of the game.



CONTROLLING THE MICRO MACHINES™

Directional Button
Using left and right will turn your vehicle anti-clockwise and clockwise. It doesn't matter if your car is facing up or down. You can practice this in the qualifier race, in the Micro Machines™ Challenge.

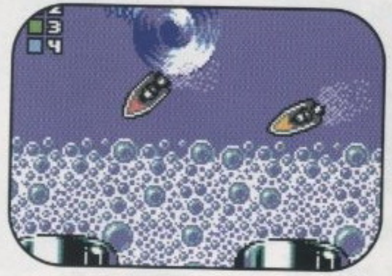
Button 1 - (Brake/Reverse) If you are moving forward the 1 button will make you slow down. If you have already stopped then this button will make you reverse.

Button 2 - (Accelerate) Holding down the 2 button will make you accelerate until you reach full speed.

In the tank Micro Machine™, pressing the ***One and two*** buttons simultaneously will fire a shell.

Start - Press the start button to pause and unpause the game.

Emilio ***Bonnie***



Dodging the whirlpool in the bathtub

PLAYING MICRO MACHINES™

THE RULES OF THE MICRO MACHINES™ CHALLENGE

In the Micro Machines™ Challenge you get to race all the different Micro Machines™ in their own individual environments, building up your collection of Micro Machines™ in your display case shown at the beginning of each race.

During the race the car order is shown in the top left hand corner of the screen as a column of coloured dots representing the colours of the cars. The race lasts for three laps.

First or second place in a race means you qualify for the next race on a different track with a different vehicle. Third or fourth place means you lose a chance and have to race the same track again. You start with three chances and if you lose them all it's game over!

CHOOSING A CHARACTER

After selecting the Micro Machines™ challenge you have to select the character you want to be for the whole challenge. Press left and right on the control pad to move through the characters.

Press 1 to choose the character...

Press START to continue ...

Press 2 to cancel your choice.

CHOOSE A CHARACTER

After selecting the head to head choose the character that you wish to play. Press the left and the right on the control pad to move your choice through the characters.

Press 1 to choose and 2 to cancel the choice.

Press START to continue.

PLAYING MICRO MACHINES™

HOW TO WIN THE HEAD TO HEAD CHALLENGE

Eight coloured lights are shown in the top left corner of the screen.

At the start of the game each player will see that four of the lights are the same colour as each of the Micro Machines™

Whenever one of the players gets a whole screen length in front of the other player they will win a bonus. One of the loser's lights will change to the colour of the winner's.

When one player has all eight lights showing their colour, then they have won the race.

If neither player has all eight lights at the end of three laps then the player with the most lights showing their colour wins the race.

If both players lights are equal at the end of the game the game becomes a sudden death playoff and the next player to win a bonus light will win the game.

THE TWO PLAYER HEAD TO HEAD GEAR TO GEAR GAME

To play the Gear to Gear Head to Head Challenge you will need two Game Gears™, two copies of Micro Machines™, a Gear to Gear Cable™ and a friend.

With the power switch in the off position insert one end of the Gear to Gear cable™ in the extension socket of player one's Game Gear™. With player two's power switch in the off position, insert the other end of the Gear to Gear cable™ into player two's extension socket. Now switch the power switch on for both player one's Game Gear™ and player two's Game Gear™.

Player one and player two must now select the character they wish to play for the rest of the game. Do this the same way as you select a character in the one player version of the game by using your own Game Gear™.

You are now ready to race the two player Gear to Gear Head to Head challenge.

(Be careful not pull the cable out of the Game Gears™ while you are playing.)

PLAYING MICRO MACHINES™ TWO PLAYER

THE TWO PLAYER SIMULTANEOUS HEAD TO HEAD CHALLENGE

For those players who do not have access to the equipment to play the Gear to Gear Head to Head Challenge, Codemasters have written a special version of Micro Machines™ where two players can do battle on the one Game Gear™.

From the Two Player menu choose the two player simultaneous option.

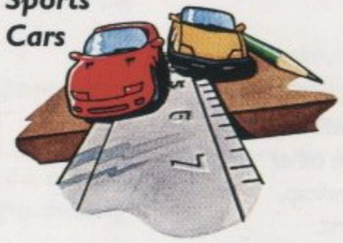
Both players must first choose who they want to be. Player one chooses first followed by player 2. Choose your character the same way you do for the single player games.

Now select whether you wish to play single race or tournament.

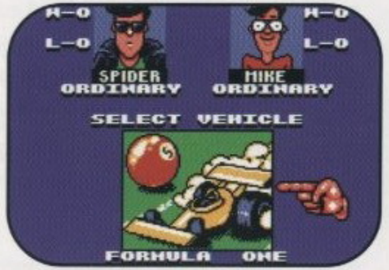
Handicapping and scoring works in the same way as both the one and two player games. The only difference is how the player controls work.

Cherry

Sports Cars



Prepare for a Head to Head challenge



PLAYING MICRO MACHINES™ THE TWO PLAYER GAME

Having chosen your character you must now choose if you want a single or a tournament race.

In the single race game you choose which Micro Machine™ vehicle you want to use and then race.

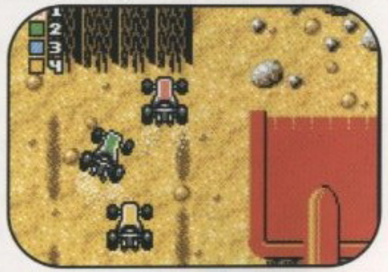
In the tournament you race a random selection of Micro Machines™ in their environments one after another. The first player to win four races is the champion.

HANDICAPPING

If one of you is a lot older or more experienced than the other then choosing Annie, Mike or Walter will handicap that player in the two player mode to give the other player a fighting chance. Annie has a slight handicap, Mike a larger handicap and Walter is the worst.

SCORES

The scores and ratings on the results screen are affected by the results of the single race games as well as the tournament. This means that you can make up competitions for more than two players if each player sticks to a particular character and then you play a series of single race two player games.



A bit of tricky driving

PLAYING MICRO MACHINES™ TWO PLAYER

HOW TO WIN THE 2 PLAYER HEAD TO HEAD CHALLENGE

Eight coloured lights are shown in the top left corner of the screen.

At the start of the game each player will see that four of the lights are the same colour as each of the Micro Machines™.

Whenever one of the players gets a whole screen length in front of the other player they will win a bonus. One of the loser's lights will change to the colour of the winners.

When one player has all eight lights showing their colour, then they have won the race.

If neither player has all eight lights at the end of three laps then the player with the most lights showing their colour wins the race.

If both players lights are equal at the end of the game the game becomes a sudden death playoff and the next player to win a bonus light will win the game.

CONTROLLING THE SIMULTANEOUS HEAD TO HEAD CHALLENGE

Player one and two sit or stand opposite each other with the game gear™ held out in front of them. Player one has the two buttons marked 1 and 2 directly in front of him. Player two has the direction controller in front of him.

In the simultaneous head to head challenge the Micro Machines™ have the accelerators jammed on. You can only control the direction in which they move, not the speed.

Gear to Gear Cable(tm) and Game Gear(tm) are trademarks of Sega Enterprises Ltd. Micro Machines(tm) is a trademark of Lewis Galoob Toys Inc.

FANTASTIC DIZZY

Spooky Forest!

Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.

Treehouse Village

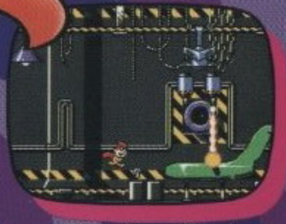
92%
Satellite TV Europe magazine

"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" Sega Pro magazine **90%**

ANOTHER GREAT GAME FROM Codemasters

COSMIC SPACEHEAD™

City Streets



Shocking Fun!

Cosmic needs your help! He has no money, no car and no respect from his fellow Cosmonauts! The trouble is, no one believed his tale of discovering a far away planet called "Earth" so it's your job to help him get back there and take some handy snaps! Starting from his home town Old Lino Town. it's Cosmic gameplay all the way in a unique blend of adventure and arcade action PLUS a whole galaxy of surprises thrown in!

Join the universe's first alien tourist in a totally cosmic adventure that's totally out of this world

Absorb your senses in this giant Extra Terrestrial Odyssey of Cosmic adventure and discovery!

ANOTHER GREAT GAME FROM Codemasters

CODEMASTERS SOFTWARE COMPANY LTD

3 YEAR GUARANTEE

Codemasters Software Company Ltd. warrants to the original purchaser only of this Codemasters game that the medium on which this computer program is recorded (the cartridge) is free from defects in materials and workmanship and it will continue to function for a period of 3 years from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Codemasters game cartridge has arisen through ABUSE, UNREASONABLE USE, TAMPERING, MISTREATMENT OR NEGLECT.

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Micro Machines

MICRO MACHINES™ HAS BEEN BROUGHT TO YOU BY...

Ashley Routledge & David Saunders - Graphics and Programming.
Paul Perrot & Stewart Graham - Original (8bit) graphics, Brian Hartley - (16bit) graphics,
Lyndon Sharp - Music, Andrew Graham - Original Design, Paul Ranson - Project manager.
Art Manager - Shân Savage, Packaging - David Alcock, Production - Pat Stanley & Stewart Regan.

Customer Service Department • Codemasters Software Company Ltd • Lower Farm House •
Stoneythorpe • Southam • Warks • CV33 0DL • England

HANDLING THIS CARTRIDGE

FOR PROPER USAGE

① Do not immerse in water!
② Do not bend!
③ Do not subject to violent impact!
④ Do not expose to direct sunlight!
⑤ Do not damage or disfigure!
⑥ Do not place near any high temperature source!
⑦ Do not expose to thinner, benzine, etc.!

* When wet, dry completely before using.
* When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
* After use, put it in its case.
* Be sure to take an occasional recess during extended play.