

ELECTRONIC ARTS®



LOTUS TURBO CHALLENGE



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Sleepers
Herbert

LOTUS TURBO CHALLENGE

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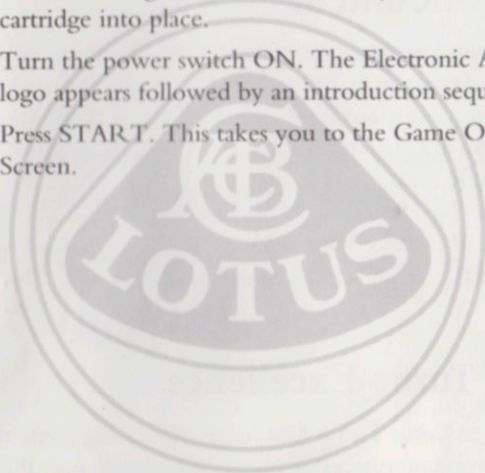
Lotus Turbo Excellence

Welcome to Lotus Turbo Challenge, the racing game that features two masterpieces of automotive excellence: the Lotus Turbo Esprit and the Lotus Elan. Both cars are considered world standards for speed, handling, and distinctive styling — the same features that have made Lotus famous for over 40 years.



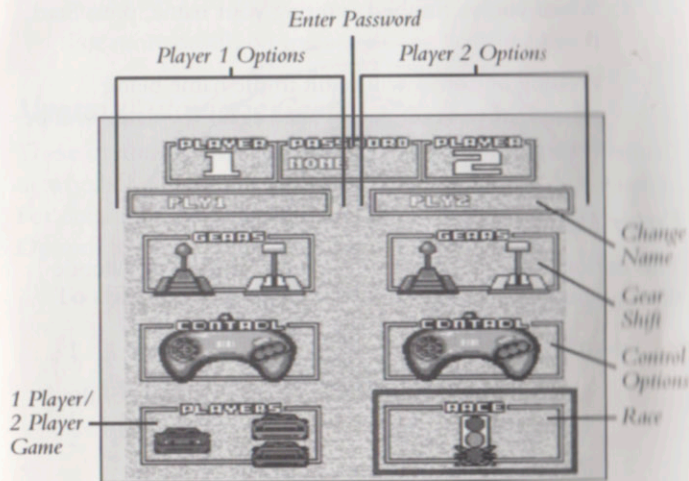
Getting Started

1. Make sure the power switch on your Sega™ Genesis™ is OFF.
2. Insert your Lotus Turbo Challenge cartridge into the slot on the Sega Genesis. Press firmly to lock the cartridge into place.
3. Turn the power switch ON. The Electronic Arts® logo appears followed by an introduction sequence.
4. Press START. This takes you to the Game Options Screen.



Game Options

Use the Game Options Screen to set up the kind of game you want to play.



These options let you enter new names for Player 1 or Player 2.

To enter a name:

1. Use the D-Pad to move the red box to Player 1 or Player 2.
2. Press button A, B or C.

A cursor appears under the first letter in the current name.



3. D-Pad UP or DOWN to cycle through the characters.
4. When you've changed the first letter to the one you want, D-Pad LEFT or RIGHT to highlight the next letter. Change this letter and move on to the next.
5. When you've finished entering your name, press Start, B or C.

Pressing button A will result in the name being cleared, however if A is pressed again the name will be restored.

Enter Password

This option lets you enter a password. A password is a code that contains your progress in the Challenge.

To enter a password:

1. Use the D-Pad to move the red box to one of the Enter Password options.
2. Press button A, B or C.
A cursor appears under the first letter in the current password.
3. D-Pad UP or DOWN to cycle through the characters.
4. When you've changed the first letter to the one you want, D-Pad LEFT or RIGHT to highlight the next letter. Change this letter and move on to the next.



If you want to clear all of the letters from the password box, press button A. If A is pressed again the deleted password will be restored.

5. When you've correctly entered the password, press START, B or C.

For more details on passwords, see Race Results.

Manual/Automatic Gears

These options let you specify whether you shift gears (manual) or whether you let the Sega Genesis do it for you (automatic). For details on the controls in either mode, see Control Options below.

To choose manual or automatic gear shifting:

1. Use the D-Pad to move the red box to one of the Manual/Automatic Gears options.
2. Press button A, B or C. The highlighted icon tells you which mode is in effect.



"Manual Gears" Highlighted



"Automatic Gears" Highlighted



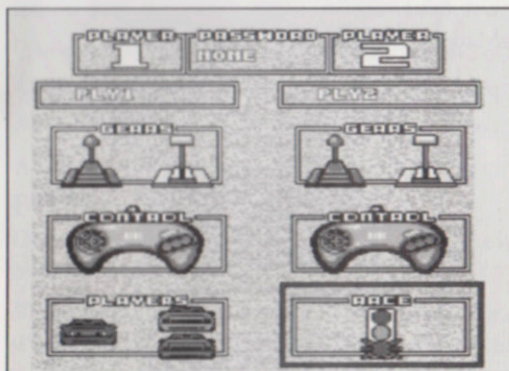
Control Options

These options let you decide how the Sega Genesis Controller buttons control your car.

In Automatic Gears mode, you can choose which buttons control acceleration and braking; in Manual Gears mode, you can choose which buttons control acceleration, braking, shifting up and shifting down.

To change controls:

1. Use the D-Pad to move the red box to one of the Control Options squares.
2. Press button A, B or C. The Control Options sub-menu appears:



3. D-Pad UP or DOWN to scroll through the different control arrangements. Note: The default controls are in effect whenever you start the game.
4. Press A, B, C or START to select your chosen control method.

Yeeeeeeeeee-Haa!

There are three buttons on your Controller — A, B and C. As you'll be able to tell by looking at the tables below, the C button is never used. So what does it do?! Pressing this button will result in a Yeeeeeeeeee-Haa victory cry which is best used when passing an opponent. This is especially useful for annoying friends in 2 Player mode.



Control Arrangements

Manual Gears Mode

Buttons

A	Brake	Gear Up
B	Accelerate	Gear Down

Directions

Up	Gear Up	Accelerate
Down	Gear Down	Brake
Left	Turn Left	Turn Left
Right	Turn Right	Turn Right

Automatic Gears Mode

Buttons

A	Accelerate
B	Brake

Directions

Up		Accelerate
Down		Brake
Left	Turn Left	Turn Left
Right	Turn Right	Turn Right



Default

Accelerate	Turn Left	Gear Down
Brake	Turn Right	Gear Up

Gear Up	Accelerate	Accelerate
Gear Down	Brake	Brake
Turn Left	Gear Up	Turn Left
Turn Right	Gear Down	Turn Right

Default

Brake	Accelerate	Brake
		Accelerate

Accelerate		
	Brake	
Turn Left	Turn Left	Turn Left
Turn Right	Turn Right	Turn Right



1 Player/2 Player

One or two players can compete at a time. In a 1 Player game, it's you against the Sega Genesis; in a 2 Player game, you and a friend compete against the Sega Genesis and each other.

To choose 1 Player or 2 Player mode:

1. Use the D-Pad to move the red box to one of the 1 Player/2 Player option.
2. Press button A, B or C. The highlighted icon tells you which mode is in effect.

Race

Selecting this option takes you to the Track Screen. As an alternative to selecting the Race option, just press START.

The next screen will show a head-on view of the car you're racing in. If the yellow Lotus appears, you'll be driving the Lotus Elan; if the red Lotus appears, you've got the Lotus Esprit Turbo. The headlights flash on and off to signify that you're ready to race.

Track Screen

The Track Screen shows you the course you're about to race, including the locations of checkpoints, your score and the password for the track. For details on checkpoints, see Tracks & Checkpoints.



To exit the Track Screen and climb into your Lotus, press any button.

Tracks & Checkpoints

There are eight serpentine courses on which to sharpen your skill and test your reflexes. Each course takes place in a different landscape, and each has its own hazardous road conditions — from ice to fog to giant boulders. The tracks must be completed in order.

On each track, there are anywhere from four to nine checkpoints. A checkpoint is a location you must reach in order to continue the race. You have a limited number of seconds in which to make it to the next checkpoint — if you don't reach it in the allotted time, your car grinds to a dead stop and the race is over...for you at least.

The checkpoints are spaced such that you must maintain a high speed in order to pass them all. This means that you must avoid doing things that will slow you down and waste valuable seconds — things like hitting stationary objects, colliding with other cars, or driving on the shoulder of the road (where the traction is less than optimal).

The ultimate goal, of course, is to reach the finish line ahead of your opponents.



Track 1 — Forest

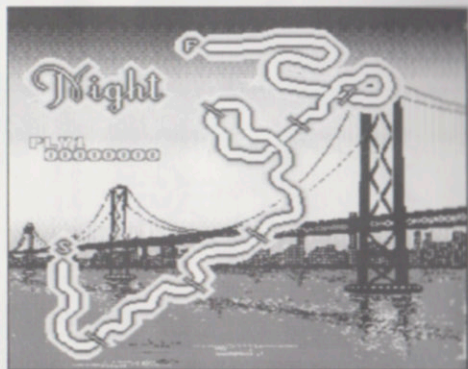
Water, logs, and rocks lay strewn across the track. The rocks and water slow you down, but the logs can be useful — hit them head on and you can use them to jump puddles and opponents.



Checkpoints

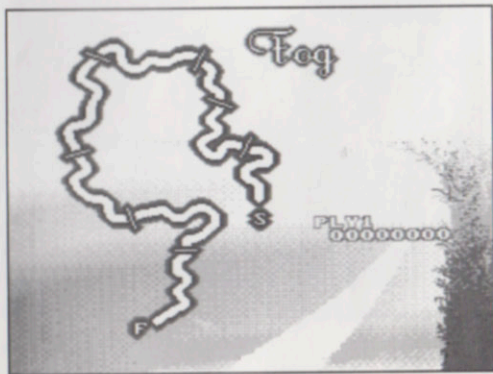
Track 2 — Night

With visibility severely limited, a sudden bend could be the end of the road for you. Careful in those tunnels — those walls can do a number on your paint job.



Track 3 — Fog

High-speed driving in the fog makes night-racing look easy. Buried in this soup is one of the most twisted, sidwinding tracks in the game. Add oil slicks — liberally scattered on the road — and you're in for one hell of a race. This is definitely a road that puts your career on a collision course.



Track 4 — Snow

Driving snow, treacherous ice patches and lighter-than-light steering. Challenging enough? Try it once before you answer.



Track 5 — Desert

This barren wasteland is a home to very little except cacti, tumbleweeds, and the huge sand drifts that pile up on the side of road — hit one of these and you'll soon realize that your Lotus has a first gear! Keep to the center of the track where the traction is better.



Track 6 — Interstate

There are two lanes on this track. You can cross the divide and go into the opposite lane — where the traffic's decidedly lighter — but be sure to steer clear of those oncoming cars. Avoid trucks crossing your path at intersections, or just drive underneath them for extra points. This is the ultimate urban adventure!



Track 7 — Marsh

The wetland on either side of road isn't particularly dangerous, but it can slow your car down to a crawl in seconds. Stay on the asphalt so you don't lose valuable time. Also, keep an eye out for the green extra time icons. You'll see the extra time icons in the middle of the road — run them over to add some much-needed seconds to the Checkpoint Clock. Note: These seconds could be lost if you hit oil or miss one of the log jumps and go careering into the water.



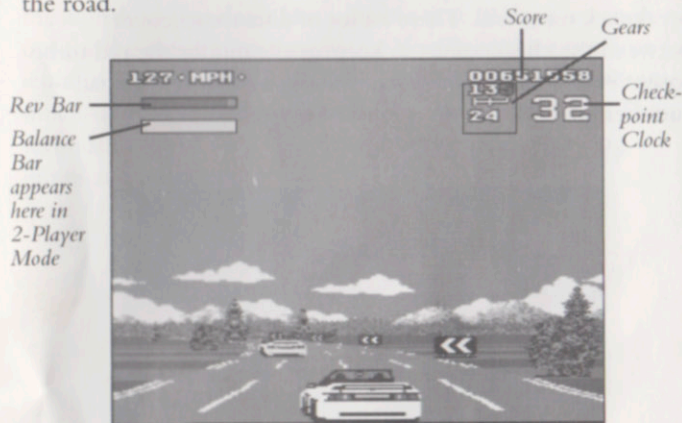
Track 8 — Storm

Pounding rain, booming thunder, and flashing lightning. If mother nature doesn't put a little fear in your heart, the breakneck turns will. There's a lot of distance to cover between the checkpoints, so keep an eye out for the red turbo icons. You'll see the turbo icons in the middle of the road — run them over for an extra burst of speed.



Racing

Once you're behind the wheel, it's just you, the Lotus, and the road.



Rev Bar

The Rev Bar displays your engine's power. If the red bar is to the right of the rectangular box your engine is doing overtime. If it's to the left then you're going too slow for victory.

The number above the bar is your current speed in miles per hour. If it's not three figures, then for cryin' out loud speed up!



Score

This number is your current score.

Checkpoint Clock

The Checkpoint Clock measures the precious few seconds you have left to make it to the next checkpoint. Whenever you pass a checkpoint, more seconds are added to the clock. If the clock reaches zero before you reach the next checkpoint, the race is over. However, if you're lucky enough to be close to the checkpoint, there may be a chance you'll coast over the line, in which case you'll be greeted with the sound of your car's engine bursting into life.

Gears

The five-on-the-floor diagram shows the current gear you're in. This is really only important if you're in Manual Gears mode (for more info, see Manual/Automatic Gears under Game Options).

Distance Bar

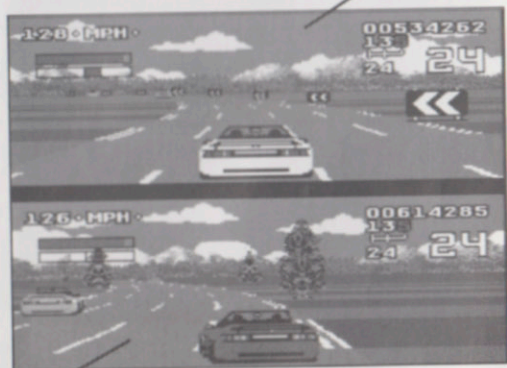
The Distance Bar appears below the Rev Bar but only in 2 Player mode. This rectangle represents the track you are racing, the colored box represents your Lotus (Red for Player 1 and white for Player 2). This feature allows you to at a glance monitor how far in front or behind your friend (enemy?) you are.



Head-To-Head — 2 Player Games

In a 2 Player game, you and a friend compete against each other and a score of Sega Genesis-controlled opponents. The screen is divided into two parts:

Player 1 (Controller 1)



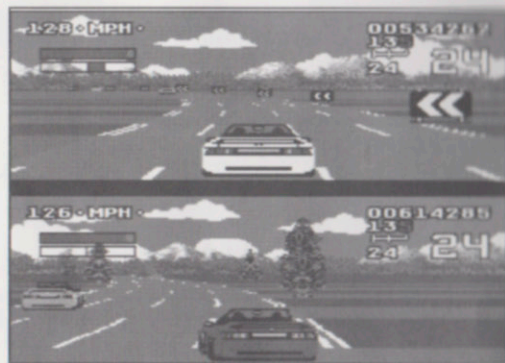
Player 2 (Controller 2)

Player 1 is the white car at the top of the screen and uses Controller 1 for steering; Player 2 is the red car at the bottom of the screen and uses Controller 2.



Race Results & High Score

Once you've finished a race, the Race Results screen appears:



Your Score

The screen displays a picture of the course with a marker denoting your car and your opponent's car (only present in 2 player mode). The markers will start to move down the length of the course, portraying your movements as they go.

Press A, B, C or START to move the markers to the end position.



Credits

Developed by: Gremlin Graphics

Programming: Philip Rankin

Graphics: Pete Daniels

Producer: Joss Ellis

Assistant Producer: Rupert Easterbrook

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Package Design: William Gin

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Documentation: David Luoto, Clive Downie

Documentation Layout: Emily Favors

Quality Assurance: Ashley Richardson, UK; Jonathan Skolnick, US

Original Game: Magnetic Field Software Design Ltd

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