

SEGA
MEGA DRIVE

POWER DRIVE



U.S. GOLD

Rage
Software

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Start Your Engines...

The Power Drive World Championship comprises 48 individual stages in eight countries. Each round is characterised by varied racing conditions to test your driving ability to the limit.

Round 1

Location: Monte Carlo

Climate: Mainly dry, some ice/snow

Track: Asphalt

Terrain: Mountainous, rocky road

Round 2

Location: Kenya

Climate: Hot/dry

Track: Asphalt/sandy gravel

Terrain: Desert (occasional oasis)

Round 3

Location: Sweden

Climate: Ice/snow

Track: Gravel

Terrain: Forest trail

Round 4

Location: Corsica

Climate: Wet

Track: Asphalt

Terrain: Mountainous, rocky road

Round 5

Location: Arizona

Climate: Hot/dry

Track: Asphalt/gravel

Terrain: Rocky road/desert

Round 6

Location: Finland

Climate: Cool/dry

Track: Gravel

Terrain: Forest/lake regions

Round 7

Location: Australia

Climate: Hot/humid

Track: Sand/gravel

Terrain: Bush/forest trail

Round 8

Location: Great Britain

Climate: Cold/wet/ice/snow

Track: Gravel

Terrain: Forest trail

You will race in Special Stages (time trials), Rally Cross and Skill Tests around the world to measure your versatility behind the wheel.

Special Stage

Race against the clock along a predetermined route (from A to B).

Rally Cross

Hazardous circuits against obstructive computer-controlled opponents.

Skill Test

Specially designed courses to test your driving skills. Complete specified manoeuvres without incurring penalties.

The Challenge

Your ultimate objective is to complete the entire Championships driving the most powerful Group 1 car.

Before starting out you will be given enough funds to buy a Group N car.

By consistently finishing events to boost your funds, you can trade-in for an upgraded model, but you will need to save some for entry fees and vehicle maintenance.

Language Selection

Choose English, French, German, Spanish or Portuguese (Brazilian) in-game text and press any button to activate. If you make the wrong selection, turn off your Mega Drive and start again.

Main Menu

Move UP/DOWN to select options and then press any button to activate.



Controls

Choose between Directional and Rotational control methods by pressing any button to toggle;

Directional: the car moves in the direction pressed on the controller

Rotational: use LEFT/RIGHT to steer the car

Note: Only one control method can be registered so make sure everyone agrees with the selection in a multi-player game.

You can also change the button configuration; select a function and press the button of your choice (A, B or C) to assign its use.

A Accelerate

B Brake

C Reverse

(only available from low forward gear)

START Pause

(press again to continue)

Your car is programmed to react to these controls with the characteristics of a real rally car. Once you have become familiar with these characteristics, a little practice will enable you to carry out the following manoeuvres;

Pendulum Turn

On a tight bend steer away from the corner and then turn back into it at the critical point.

The back end of your car will swing out as the rear wheels lose grip, allowing you to keep up maximum revs.

This method requires a lot of practice to perfect.

Handbrake Turn

At a hairpin corner, brake as you turn into the curve.

All four wheels will lose grip and you should skid around the hairpin on the best possible line.

Power Slide

Skid around series of tight or fast corners by steering sharply into each bend (like a **Pendulum Turn** without steering out).

Password

In one-player mode you will be given a password at the end of each round (except Round 1). By entering the appropriate password you can restart from any desired point of the game. Move LEFT/RIGHT and press A to select each letter, and then press START to enter the password. If your password is illegal you will return to the Main Menu.

Note: If you make a mistake, move LEFT/RIGHT and overwrite the error.

Options

Music/Sound FX Toggle

Guides ON/OFF

(Advance warning directional arrows)

Players 1-8

Practice

It is recommended that you fine tune your driving skills on the practice track before starting the first race.

Move LEFT/RIGHT to pick a course (normal, night, rain or snow/ice), press any button to confirm and then take the Mini Cooper S for a spin.

When you feel good enough to go on (there is no time limit) press START.

If you do not make a selection from the Main Menu the game will automatically run a demo. Press any button to return to the Main Menu.

One-player Game

During the standard one-player game, if you fail to make the set time limit for an event you will not proceed to the next stage.

If you don't qualify, keep trying until you either make the grade or run out of funds.

Multi-player Game

Compete against your friends for the Championship title.

Unlike the one-player game, failure to qualify doesn't stop you racing in the next round, but you will not pick-up any points or prize money for that stage.

A Player Ratings screen will be displayed at the end of each stage.

Points are awarded as follows:

1st	5
2nd	4
3rd	3
4th	2
5th	1
6th/7th/8th	0
Failure to qualify	0

Note: The Password option is not active in multi-player mode.

The Cars

Six cars are available, from three competition classes.

Each handles differently (cornering,

road holding, etc) and higher class vehicles are more expensive to maintain.

Group N

Mini Cooper S

Fiat Cinquecento Turbo

Group 2

Vauxhall Astra 16V GTi

Renault Clio Williams

Group 1

Ford Escort Cosworth

Toyota Celica

Enter your name

Move LEFT/RIGHT and press any button to select each letter, and then press START to enter your name.

Selecting Your First Car



You start off with \$28,000 - enough to buy a Group N car.

Move LEFT/RIGHT to toggle between the Mini and the Fiat, and UP/DOWN to change the body colour.

When you are satisfied, press A, B or C to Select (if you change your mind, move LEFT/RIGHT to deselect) and then press A, B or C to confirm your choice and continue.

Damage

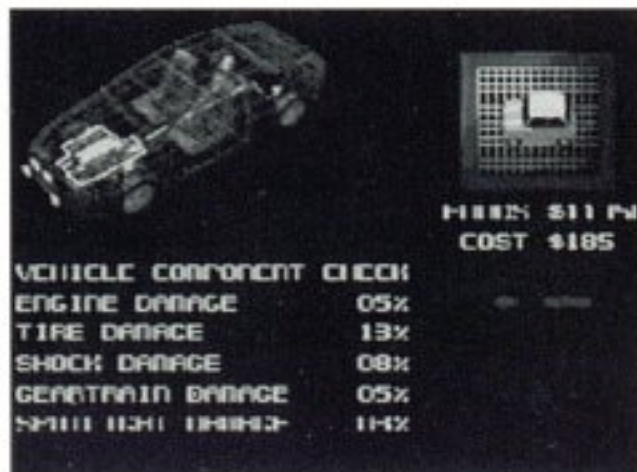
Rally cars are tough but rally tracks are tougher.

Damage is sustained when you crash or drive recklessly, causing the handling and overall condition of your car to deteriorate.

You can make repairs at the end of

each stage - if you have enough funds.

Damage Repairs



The Damage Repairs screen will not be displayed if your car has survived a race damage-free.

To maintain your car, move UP/DOWN to choose a component and press A or B to partially repair, or C to fully repair.

When you are happy with the condition of your car (or you're out of funds) press START to continue.

Note: The state of your vehicle will affect performance, so it is advisable to keep your car in prime condition

(if funds are available).

Upgrading Your Car



If you save enough funds you can upgrade your car;

Group 2 cars can be bought from Round 3, Group1 cars from Round 6.

When you have sufficient funds the Car Selection screen will appear (press START if you do not want to make a purchase).

Choose your new car by the same procedure used to select your first (see **Selecting Your First Car**).

Location

Before each race you are presented with a Location screen, displaying weather conditions, day/night and the entrance fee. If you don't have enough funds to cover the fee, your game is over

and you will return to the Main Menu.

If you do have sufficient funds, press any button to start the race.

Pick-ups

Pick-ups are randomly placed around each course, to be collected by driving over them.

Money Increase your funds by \$250

Nitrous Temporary speed boost

Time Five-second clock freeze

Penalties

Hitting cones or road works incurs 0.5 second penalties - you have been warned!

Weather and Visibility

Climatic conditions and the time of day vary dramatically from race to race, affecting car handling and response.

You will need to take note of these conditions and adjust your driving accordingly.

Stage Results



At the end of each course the Stage Results screen will be displayed.

Prize money is awarded when you qualify, plus bonuses if you break the course record or beat the computer-controlled car on Rally Cross sections.

When you have revelled in the glory for a while press any button to move on.

The Chequered Flag

If you go all the way and win all 48 stages you will be crowned Power Drive World Champion.

Handling the Cartridge

This cartridge is intended exclusively for the Sega Mega Drive.

For proper usage:

1. Do not immerse in water!
 2. Do not bend!
 3. Do not subject to any 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.

Warning:

For owners of projection televisions.

Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT.

Avoid repeated or extended use of video games on large screen projection televisions.