

Nintendo

GAME BOY

DMG-XP-USA

FERRARI

GRAND PRIX
CHALLENGE™



INSTRUCTION BOOKLET

Akkaim
entertainment inc



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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.



Gun it through the straight. Drop into second for the hairpin. Keep the inside line. Up to third. The clock's ticking. Go for the finish...flat out 335 km/h over the line and a great 1:17.6 lap time. Those practice laps made all the difference. America's a fast course but you cracked 12th position on the starting grid.

The light flashes green. You take off. The traffic is thick. Keep calm. A nudge now would be serious trouble. A gap opens. Take the middle. Nice move. Driving like that will put the checkered flag right in your lap.

Tight corners make for some challenging maneuvering, but this track also has some of the fastest straights in the world. Get every second out of them. There's the leader. You could take him, but the chicane's right ahead. Throttle it. Too late. Your wheel catches the dirt; the leader pulls away.

Your mechanic radios that your slide-out has worn the tires.

The pits lie around the next bend, but so does the leader. Two laps to go. It's enough time to catch up and too far to go with slow tires. You head for the pits. Your crew can change wheels blindfolded, but one slip and your victory attempt is finished. 5.8 seconds, 6, 7...they're done. Maximum revs. You're back in the race.

You slip around the oil at the start of the first curve and then push it like never before. Speed. Control. Guts. You have what it takes. Feel the adrenalin as you



cut through the field. Fifth, fourth, third. Ease to the outside. The second place car slows for the bend. Don't spin out...Yes! It's you against the leader now. You've gone wheel to wheel on Grand Prix circuits around the world. He's always had the edge, the acceleration when it counted, and the nerve to risk anything for victory. But you want this race. The team wants this race... and you're driving the most famous marque in motor

racing history. His timing is perfect. His gear changes sensational. He holds his line on the final curve, pulls slightly out for the home straight. You dart inside. There's the checkered flag. You've done it. You are the winner of the American Grand Prix! Soak up the adulation of the crowd. Feel the excitement of success. Know you could be the World Champion...just 15 more engine roaring, curve hugging, pure power races down the road! Go for it!



STARTING UP... GETTING READY

LOADING

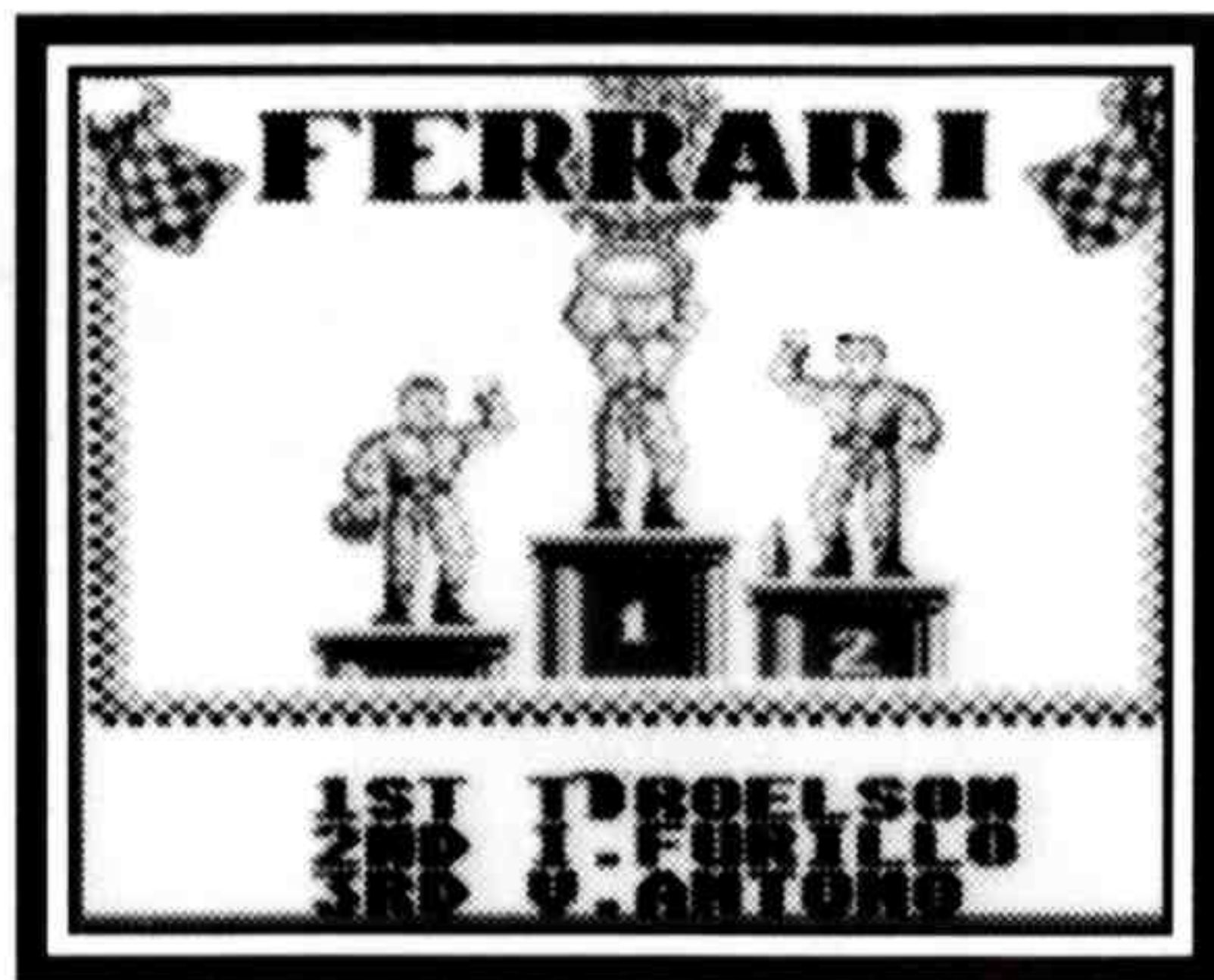
1. Make sure the GAME BOY® power switch is OFF.
2. Insert the FERRARI GRAND PRIX CHALLENGE™ Game Pak as described in your Nintendo® GAME BOY® instruction manual.
3. Turn the power switch ON.

You will see the FERRARI GRAND PRIX CHALLENGE title screen. To proceed to the Practice or Qualify selection screen, press the START BUTTON at any time.

Note: FERRARI GRAND PRIX CHALLENGE is a one player game only.

You can opt either to practice on any of 16 Grand Prix tracks or to go

immediately to the first. If you have a password, you can go to the next qualifying lap of the Grand Prix World Championship series.



PRACTICE OR QUALIFY SELECTION SCREEN

TO CHOOSE TO PRACTICE or QUALIFY -
Press the SELECT BUTTON until your
choice appears on the screen and then
press the START BUTTON.

Note: The practice and qualify modes
are explained in detail in their own
sections.



PRACTICE

Winning demands knowing both the layout of each track you race on and how to handle your car. Practice gives you that knowledge.

Transmission Type

Once you have chosen to practice, you must then select your transmission type. Use the SELECT BUTTON to select the transmission you want and then press the START BUTTON.

Note: Transmission performance and operation is covered under TRANSMIS-SIONS...4 ON THE FLOOR, page 14.

Number of Practice Laps

To select the number of practice laps you want to drive, use the LEFT and

RIGHT CONTROL PAD ARROWS. Press the START BUTTON when you have made your selection.

Course Selection

Grand Prix - Nationality of Grand Prix

Lap Record - Qualifying lap time required to take pole position

Qualify Time - Time to beat to qualify for race

Map - Course Map



Grand Prix

Lap Record

Map

Qualify Time



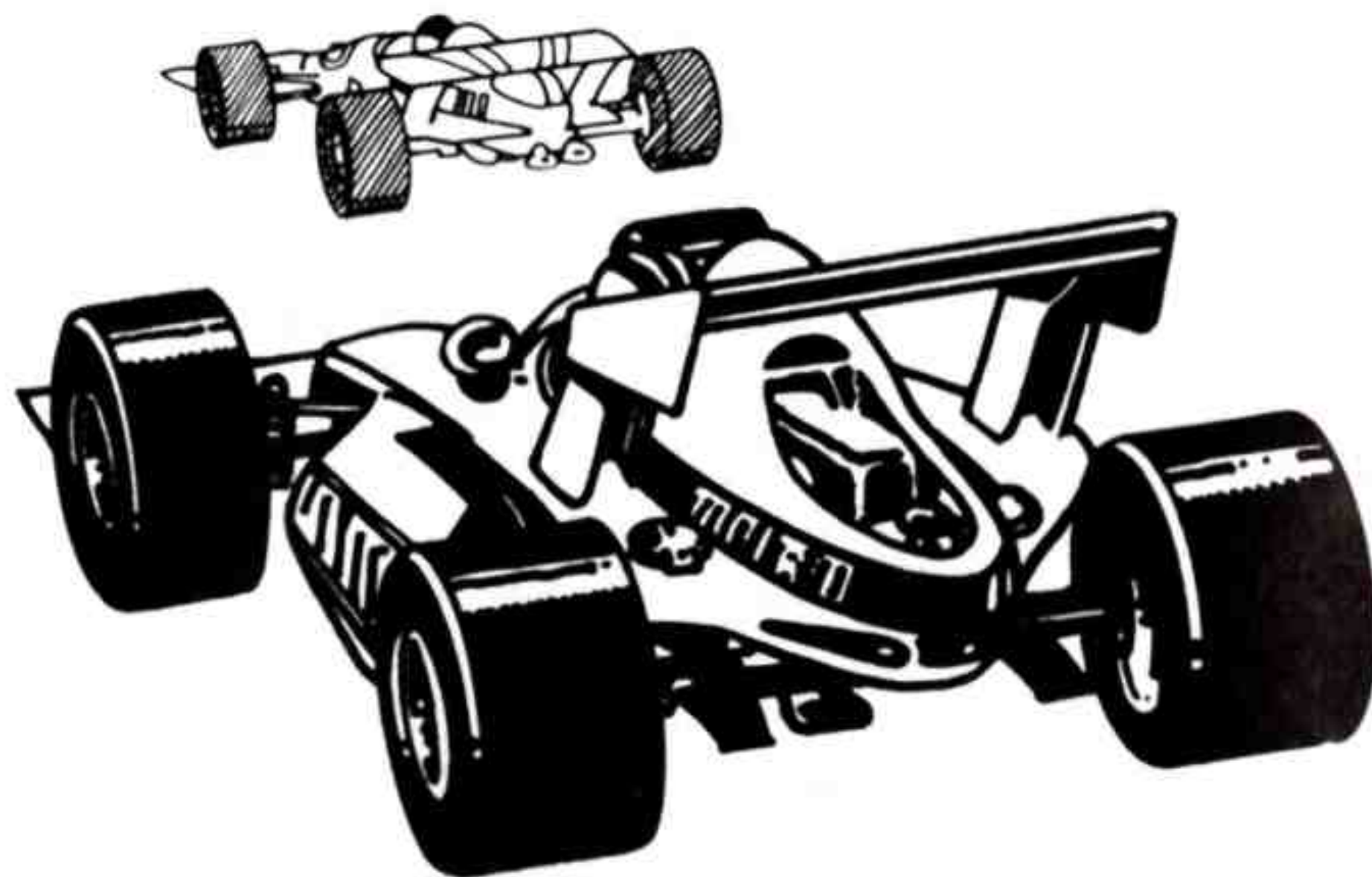
To scroll through the Grand Prix circuits, press the **LEFT AND RIGHT CONTROL PAD ARROWS**. Press the **START BUTTON** when you have made your selection.

Practice Race

The practice race gives you the same conditions as a Grand Prix World Championship race, but with 4 advantages:

- * No position limit - the race will NOT be terminated no matter what your position is.
- * You have chosen the # of laps.
- * You have chosen the course.
- * Your performance in no way affects your championship standings. You are free to practice maneuvers, general handling, and even pit stops.

Hit the **A BUTTON** to rev your engine. Watch the starting lights and when they turn green, burn some rubber and take off.



QUALIFY

This is it, the goal for which you have been practicing: the International Grand Prix World Championship. It's you against 24 cars, 8 teams, and 16 of the fastest, most grueling race courses in the world. It's a long season; winners come and go. Consistency is the key...but no guts, no glory!

(For the Grand Prix Championship drivers and constructors point system, see page 16.)

Options Screen

Once you have selected QUALIFY, you will see the OPTIONS screen.

TO CHOOSE YES or NO - Press the SELECT BUTTON.

TO MOVE BETWEEN OPTIONS - Press the UP or DOWN CONTROL PAD ARROWS.



Note: To use the SAVED GAME option, you must have raced at least one Grand Prix in QUALIFY mode and noted



its password. For information about SAVED GAMES see PASSWORD on page 18.

When you have selected your options, press the START BUTTON.

Transmission Type

Once you have chosen your options, select your transmission type. Use the SELECT BUTTON to select the transmission you want and then press the START BUTTON.

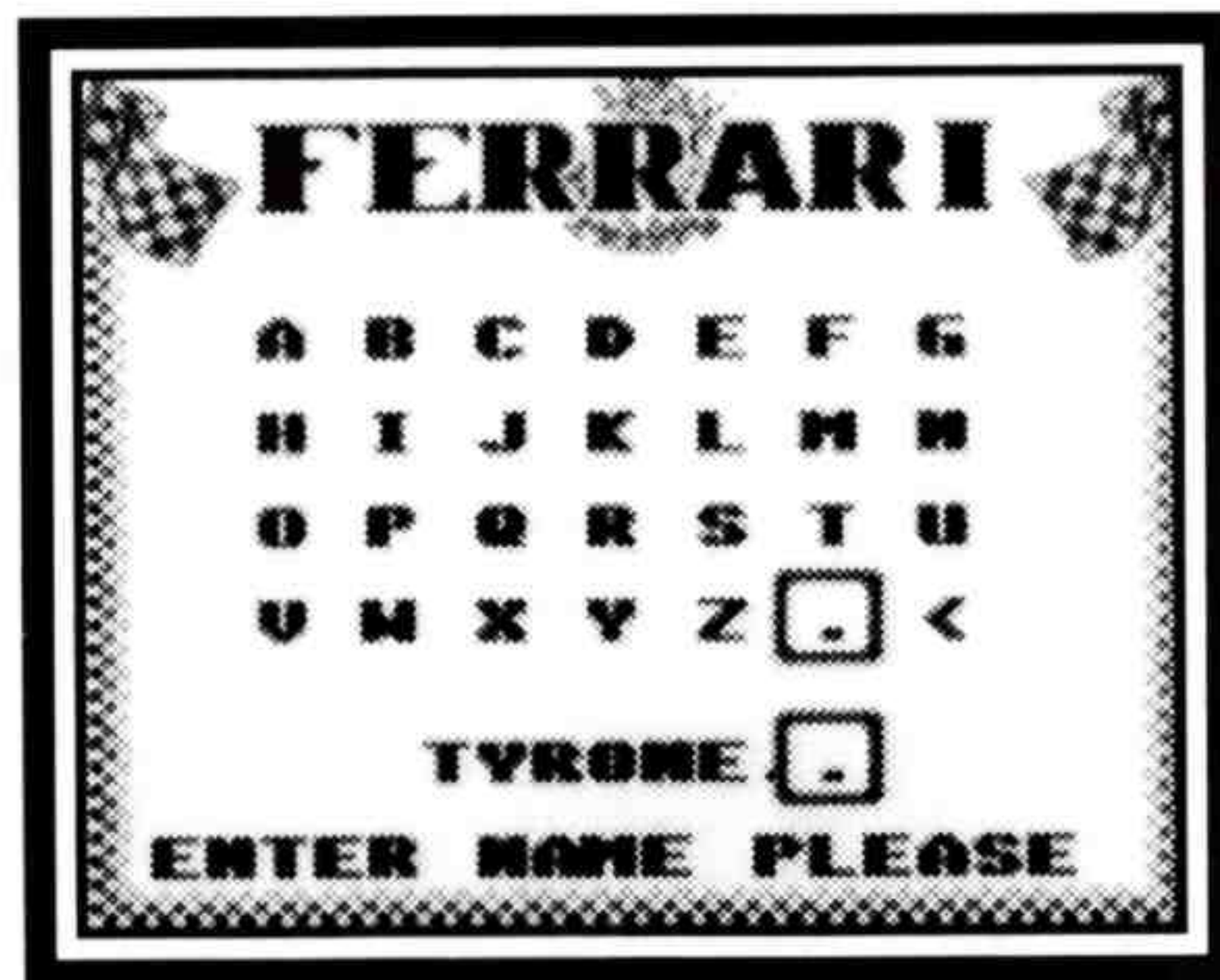
Note: Transmission performance and operation is covered under TRANSMISSIONS...4 ON THE FLOOR, page 14.

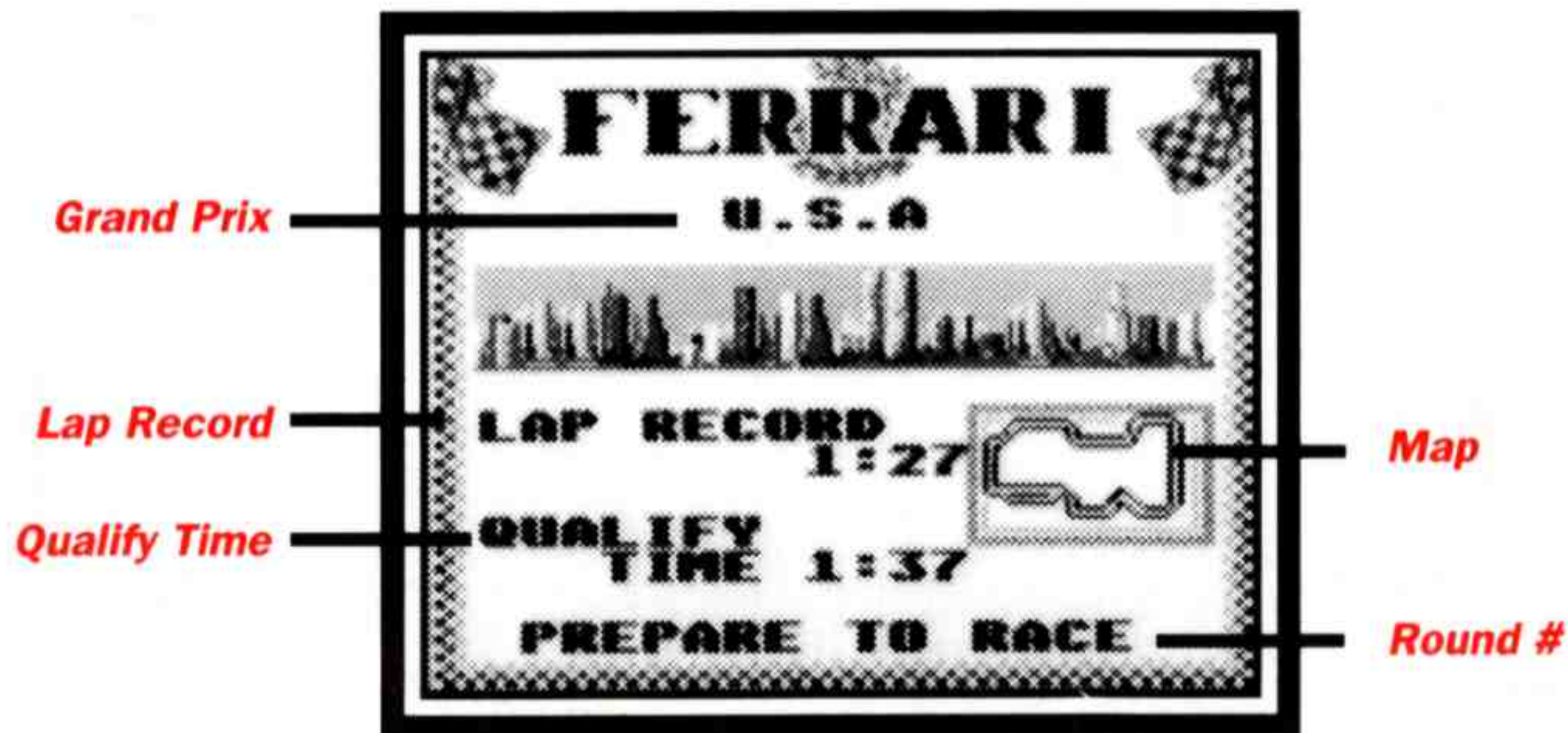
Name & Country Screen

In order to chart your starting line position, finishing position, and place in the championship standings, you can enter your name here on the left hand

side of the screen and the abbreviation for the country you wish to represent on the right hand side.

To move the flashing cursor, use the CONTROL PAD ARROWS. To write in a letter, press the A BUTTON. To erase a letter, press the B BUTTON. When you are done, press the START BUTTON.





Grand Prix Course

You will then see a screen giving details of the course you are about to race on.

Grand Prix - Nationality of Grand Prix

Lap Record - Qualifying lap time required to take pole position

Qualify Time - Time to beat to qualify for race

Map - Course Map

Round # - Grand Prix Round #

Qualifying Round: Time to Beat



For each race of the International Grand Prix circuit, you must first run a qualifying lap in order to determine your position on the starting line - the lower your time, the better your position. The time given here is the fastest time recorded so far by your competitors. Beating it will put you in pole position.

Note: If you do not beat the qualifying time for that track, you will not be allowed to race that track. You will see the winners of that race and you will advance to the next country.

Qualifying Lap

With no other cars on the track, nothing can slow you down but your own ability. Take it to the edge. The importance of a good starting position cannot be overestimated.

The driving controls and dashboard information operate the same as when racing as shown on pages 11 & 13.

The Starting Line

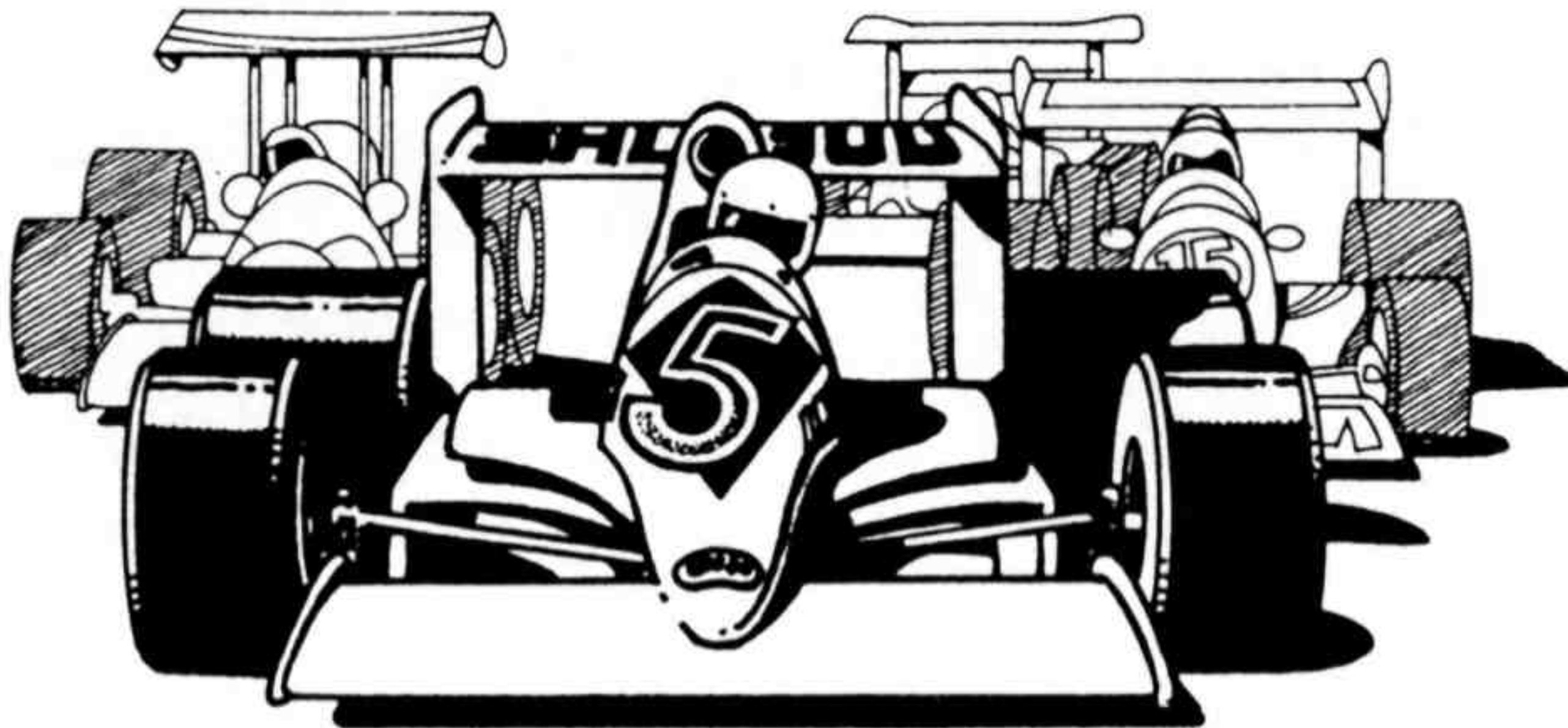
After the qualifying lap, you will see the layout of the starting grid. To go straight to the race, press the START BUTTON.



Racing

You've practiced until you know the course backwards. Your qualifying lap was flawless. Now it's time to show what you're really made of. Speed put you ahead on the grid, but with 24 other world class drivers out here, winning demands more than just putting

your foot to the floor. One spin-out could end the day. A slow tire change could put you right out of the points. But you're a Ferrari driver. The car can outrun any rival. Your skill can outpace the best. Red light. Green. GO!



THE DASHBOARD

Vital information about your Ferrari, the course and the race are provided on the dashboard at the bottom of the driving screen.

Speed - Measured in kilometers per hour (km/h).

Gear - Shows which gear you are in.

Revs - Engine revolutions per minute (RPM).

Lap - Lap #.

Lap Time - Time for each individual lap.

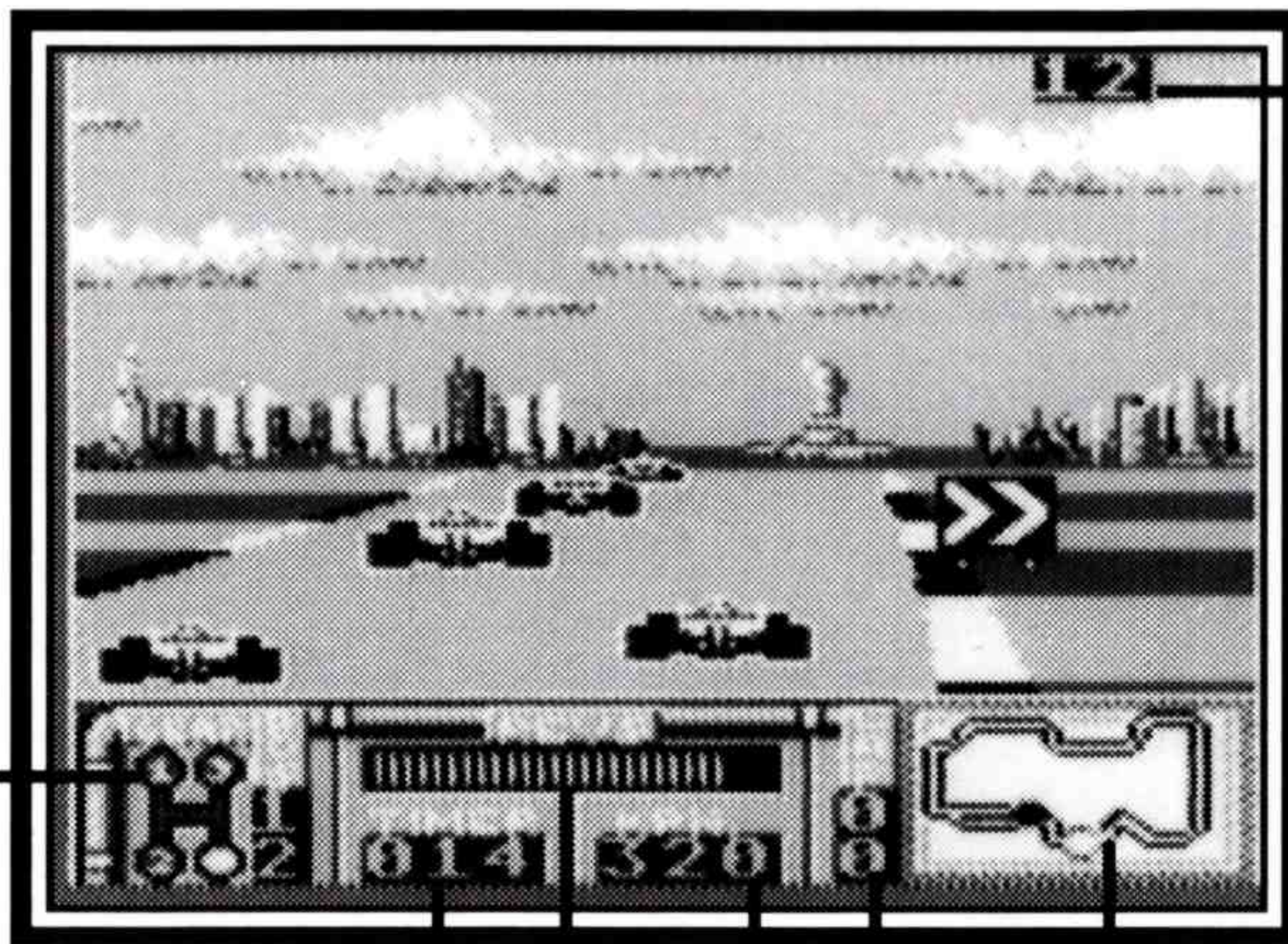
Your Current Position. - Your position in the race.

Radio - A direct link to your chief

mechanic. He'll warn you of upcoming hazards, like oil on the track, advise you if your tires are worn or need changing, and congratulate you on outstanding driving. He will also tell you your position limit. Fall below this position and the race is terminated...Pay close attention!

Course Map - The course you are driving on. Your position is the black dot. When racing, the positions of the leader is also shown by a white dot. Use the map to anticipate the road ahead and to plan where to overtake them.





Pos.

Gear

*Lap
Time*

Revs

Speed

Lap

Course Map

THE DRIVING CONTROLS

Whether practicing, qualifying or racing, the controls always work the same.

DOWN - Gear change up (Manual transmission only)

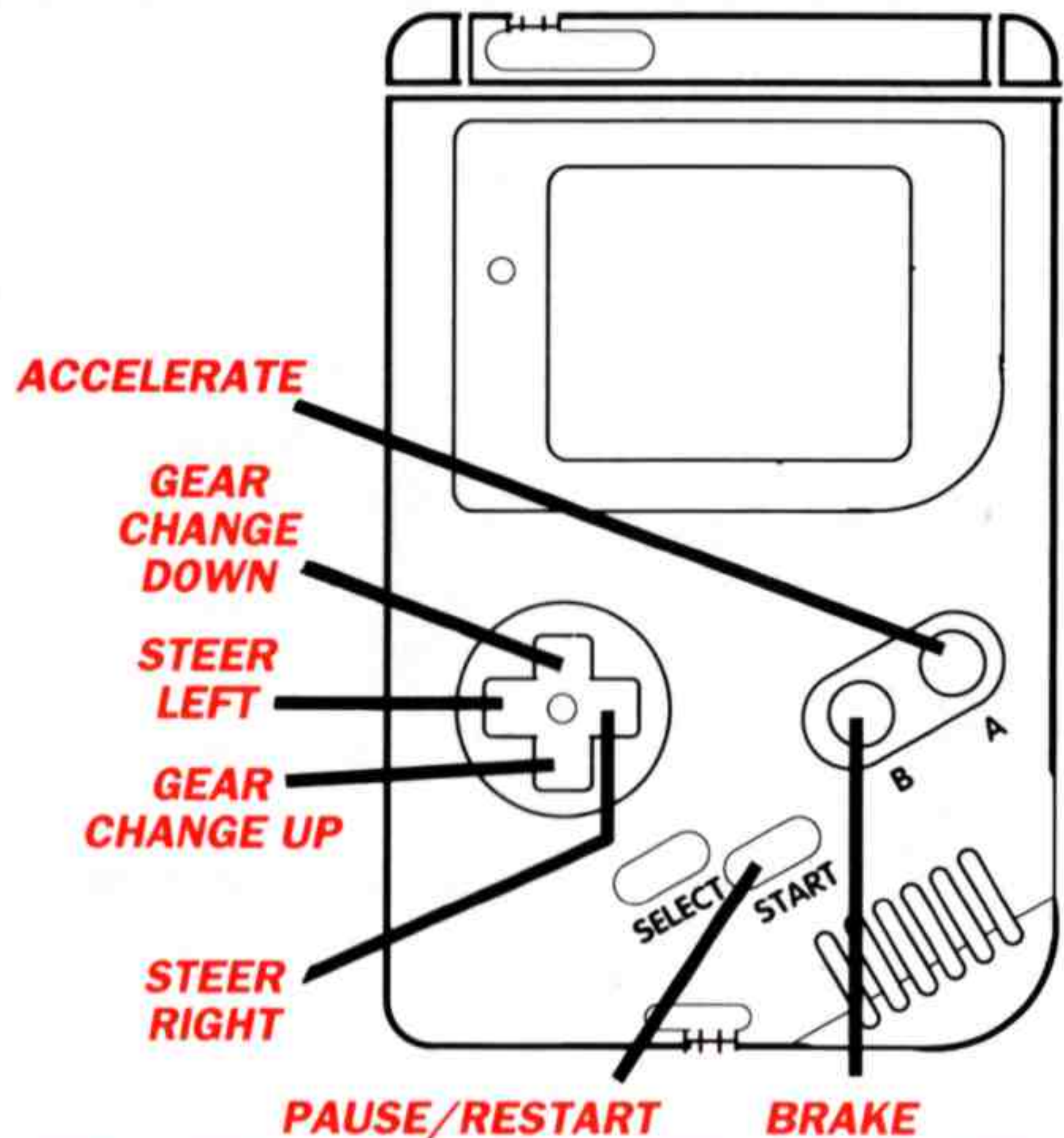
UP - Gear change down (Manual transmission only)

CONTROL PAD LEFT/RIGHT - To steer LEFT and RIGHT

START - Pause/Restart

B - Brake

A - Accelerate



TRANSMISSIONS... 4 ON THE FLOOR

Whether practicing or racing, you have a choice of either an automatic or manual transmission.

Automatic: Best suited to beginners, as it leaves you free to negotiate turns without having to worry about gear shifting or watching the speedometer and rev counter.

4Speed Manual: Once you are comfortable with Formula 1 handling, increase your control and your top speed by moving up to a stick shift. Drop through the gears and cruise around the tightest of turns. Slip up to fourth and scream through the straights at a scorching 335 km/h.

TO CHANGE UP A GEAR - Press the DOWN CONTROL PAD ARROW.

TO CHANGE DOWN A GEAR - Press the UP CONTROL PAD ARROW.

Manual Gear Speeds

Each gear covers the following speeds:

1st.....0 - 114 km/h

2nd.....115 - 186 km/h

3rd.....187 - 260 km/h

4th.....261 - 334 km/h

Make sure you're in the correct gear for your speed or you will lose power and acceleration.



Tachometer

The rev counter also helps verify that you are in the correct gear and provides the optimum time to change gears. As your engine revs increase, more of the rev counter lights become illuminated. When the tachometer hits the right, it is time to change up. Change down if the counter drops off to the left.

Note: Once you have selected a transmission type for the Grand Prix World Championship, you cannot change it without restarting the whole series.



THE GRAND PRIX WORLD CHAMPIONSHIP

The Grand Prix World Championship consists of 16 5-lap races. 25 drivers from 9 different construction teams compete in order to determine an overall drivers' champion and constructors' champion. The first 6 cars over the finish line in each race earn points toward both championships.

Points

1st Place.....	10 points
2nd Place.....	6 points
3rd Place.....	4 points
4th Place.....	3 points
5th Place.....	2 points
6th Place.....	1 point



Teams and Drivers

Ferrari	- A. Sessions - M. Calini	Shannon	- I. Furillo - S. Cortez - D. Barrat
Speed	- N. Coomans - H. Desalles - G. Bertrand	Budd	- B. Hoffman - I. Pecci - T. Nomura
Bratton	- S. Nielson - W. Norman - V. Santini - R. Lovel	Laurel	- M. Hunter - N. Arantes
Dart	- G. Foster - S. Takahasi - D. Riley - C. Peters - E. Laconte	Arc	- V. Antono - H. Hockberg
Falcon	- D. Baelli - B. Bergman	Race winners and drivers' and constructors' standings are displayed following each race.	



POSITION LIMIT

In each race of the Grand Prix Championship, you will be given a Position Limit. It is periodically displayed on your dashboard radio. If you fall behind this limit, the race is immediately terminated and you receive no points.

Note: During races as you move up the field, your Position Limit will change and become increasingly demanding.



PASSWORD

FERRARI GRAND PRIX RACING provides a password after each race so that you can turn off your Game Boy and still be able to resume your championship bid at another time.

Following the race winners, drivers' standings and constructors' standings screens, you will be given a code.

This is your password. It enables you to restart the championship from this point at any time. Copy the code down carefully.

When you want to resume playing, select *QUALIFY*. When the Options

screen appears, select *RESTORE SAVED GAME* by using the *DOWN CONTROL PAD ARROW* to make the appropriate cursor flash, then press the *SELECT BUTTON* until the cursor brackets *YES*, and finally press the *START BUTTON*.

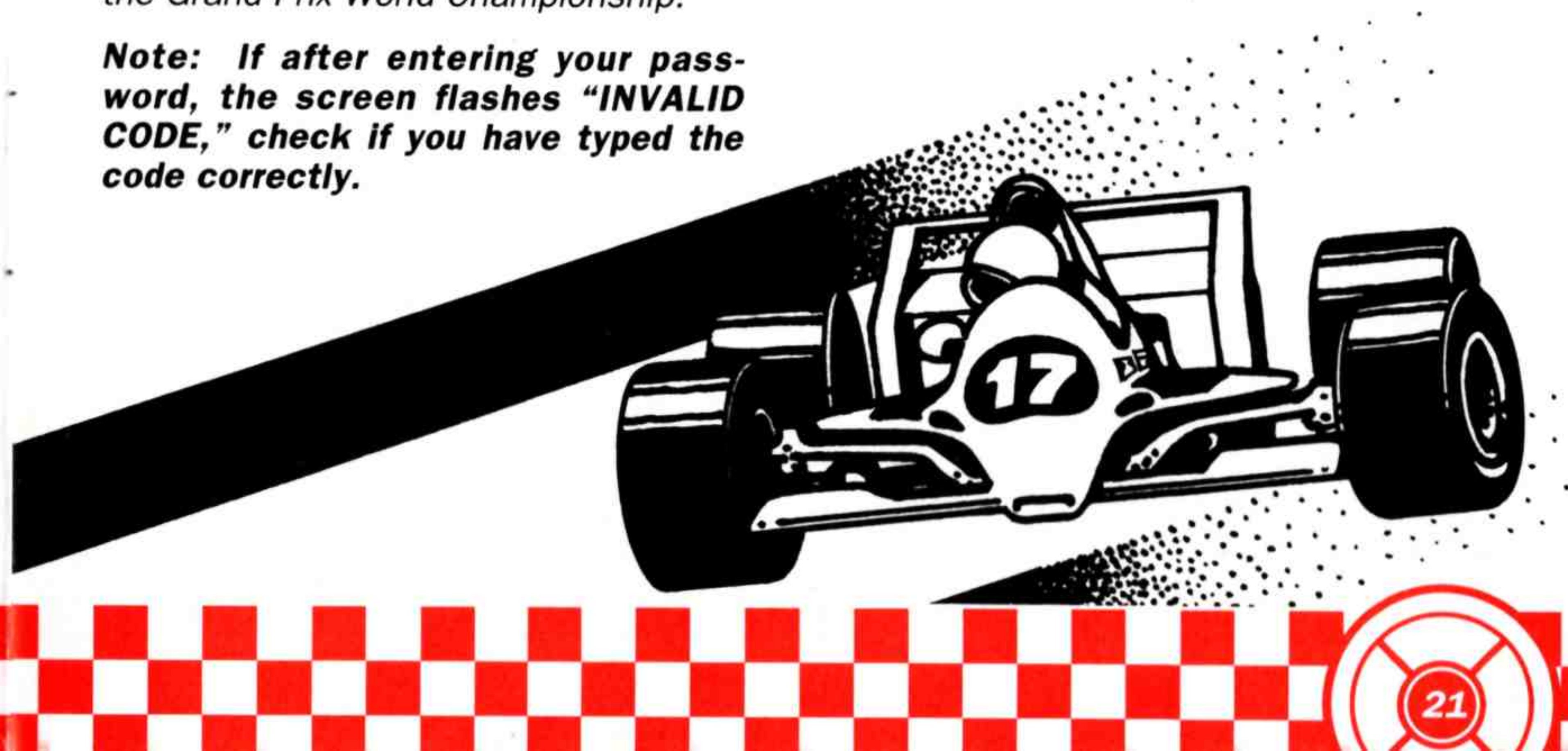
You will then see the Name and Country screen as described on page 8. Once you have entered your name and country, press the *START BUTTON*.

Now you will see the *RESTART CODE* screen. Enter your code in the same way you entered your name and country.



(The CONTROL PAD ARROW moves the cursor; the A BUTTON enters letters; the B BUTTON erases letters.) When you are finished, press the START BUTTON to proceed to the next round of the Grand Prix World Championship.

Note: If after entering your password, the screen flashes "INVALID CODE," check if you have typed the code correctly.

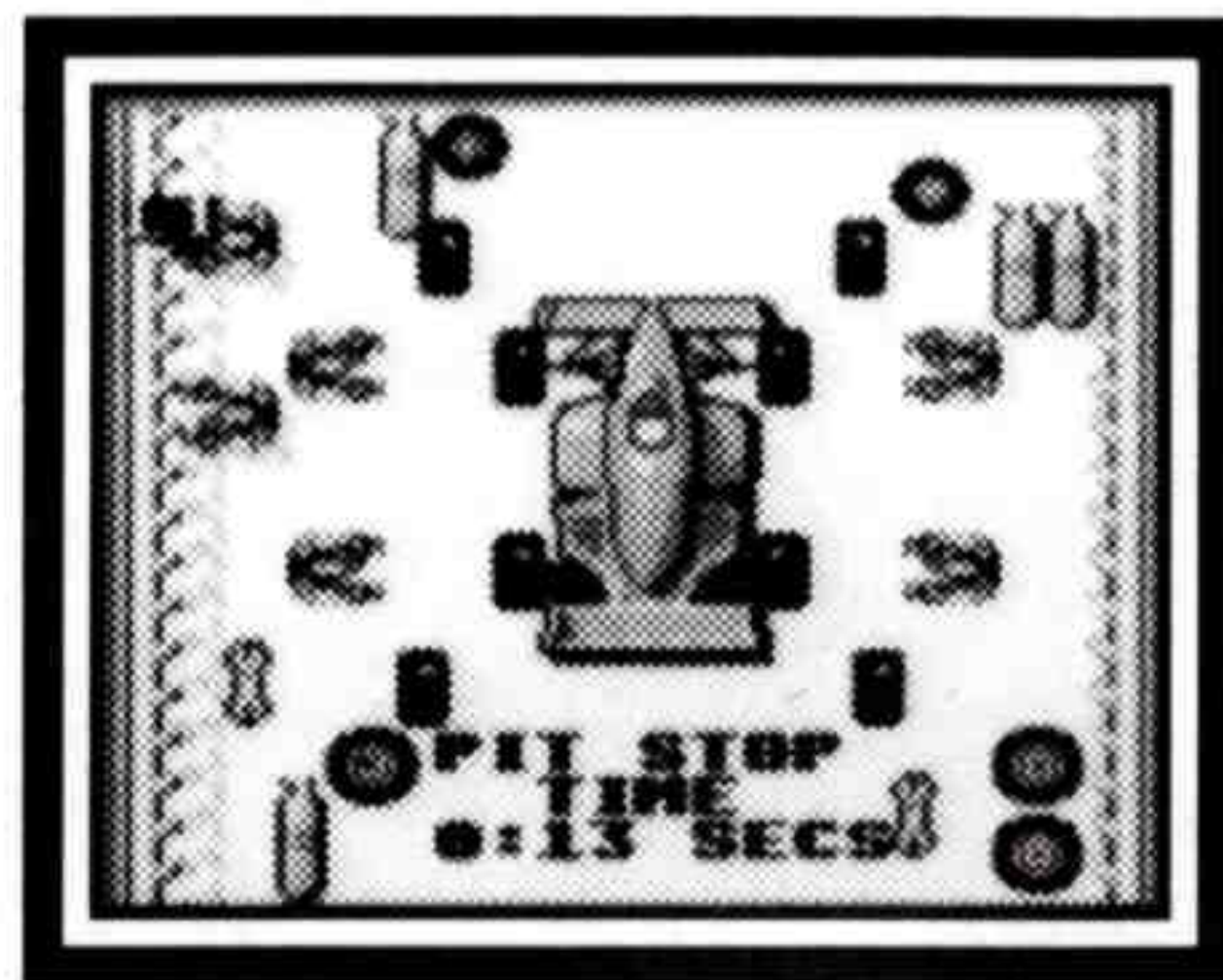


PIT STOPS

Come off the track too many times or have too many nudges and your mechanic will radio you that your tires are worn or even need immediate changing. Worn tires may last a lap, but after that they'll slow you down so much you'd be better off with a new set. Tires that need changing must be replaced as soon as you reach the pits. Failure to do so will cause severe handling problems.

To enter the pits, when you see the "P" sign, pull toward the right of the track and to the right of the checkered road marking.

Races are won and lost in the pits. Every second counts. As you pull in to the pit area, do not slow down. Your



pit crew will take care of stopping you in the right place. As soon as the screen changes to an overhead view, hit the A and B BUTTONS as fast as you can. The faster you hit the buttons, the faster your crew will change your tires. Do not stop hitting the buttons until the screen returns to the through the windshield view. Then hold the A BUTTON and blast back onto the track. You've got a race to win!



DRIVING TIPS

* Use the practice mode to test how the car handles, high-speed maneuvering and pit stops. During the Championship, between each round, copy down the restart code and use the practice mode to learn the layout of each course. Nothing substitutes for familiarity with the track.

* Get comfortable with an automatic transmission before moving up to manual.

* Use the map on your dash to anticipate the course. Know the bends your competitors will slow down for and the bends you can take at full throttle.

* Hold the middle of the road on the straights. Take the inside line on curves. This will give you more time and more room to maneuver.

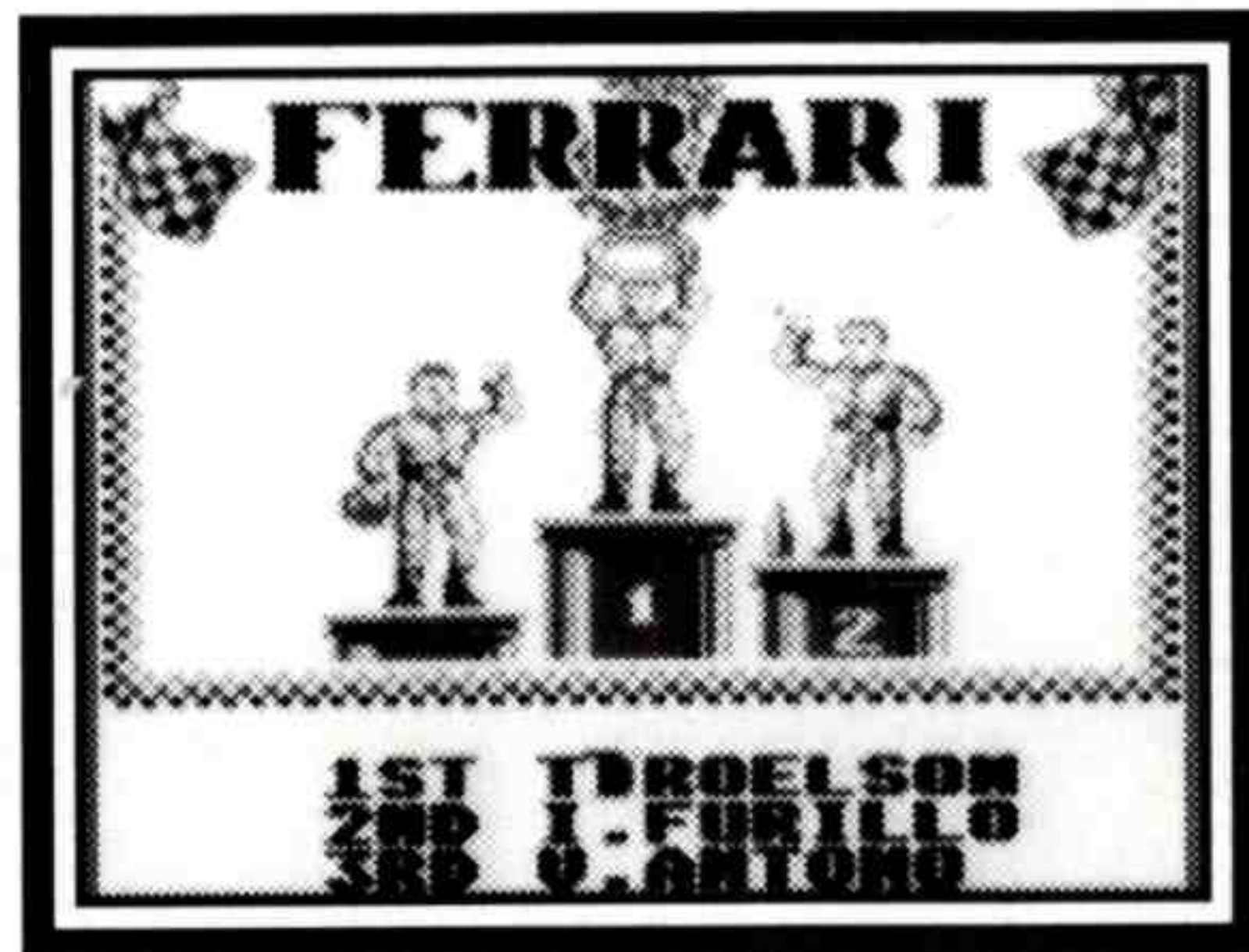
* Collisions damage your car and waste precious time. Ease off the gas or use the brake in tight situations.

* The Championship lasts 16 long races. Don't let early defeats deter your hopes or early victories make you careless. Consistency separates the pack from the Grand Prix World Champion Driver.



TAKING THE FLAG

Your finely tuned engine hums quietly. The crew waits anxiously in the pit. Sweat builds up on your palms. It's the American Grand Prix, the first of the Championships. You practiced until you could see the track in your sleep. Your qualifying lap was your fastest ever. Now you're on the grid just waiting for the light. You massage the throttle. The engine roars. You ease off. Remember that first corner comes up quickly after the start, but taking two or three places even before that should be no problem. You slip up through the gears mentally racing around every hairpin, chicane and flat out straight on the course. You are starting this season from the top. The red light flashes on. You take the



engine to maximum revs. Green light! You're off...Lap one on the greatest, most exciting driving challenge in the world...the Formula One Grand Prix Championship and the checkered flag are yours!



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SATISFY YOUR NEED FOR SPEED!



- **16 authentic Grand Prix Tracks**
- **Fully operational cockpit**
- **Interactive pit stops**
- **Passcode feature**



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Feel the adrenaline as you cut through the field.



Beware of career-ending twists and hairpin bends.



Every second counts in the pit.

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