

Nintendo

INSTRUCTION BOOKLET

DMG-FZ-USA

GAME BOY[®]

WORLD CIRCUIT[™]

SERIES



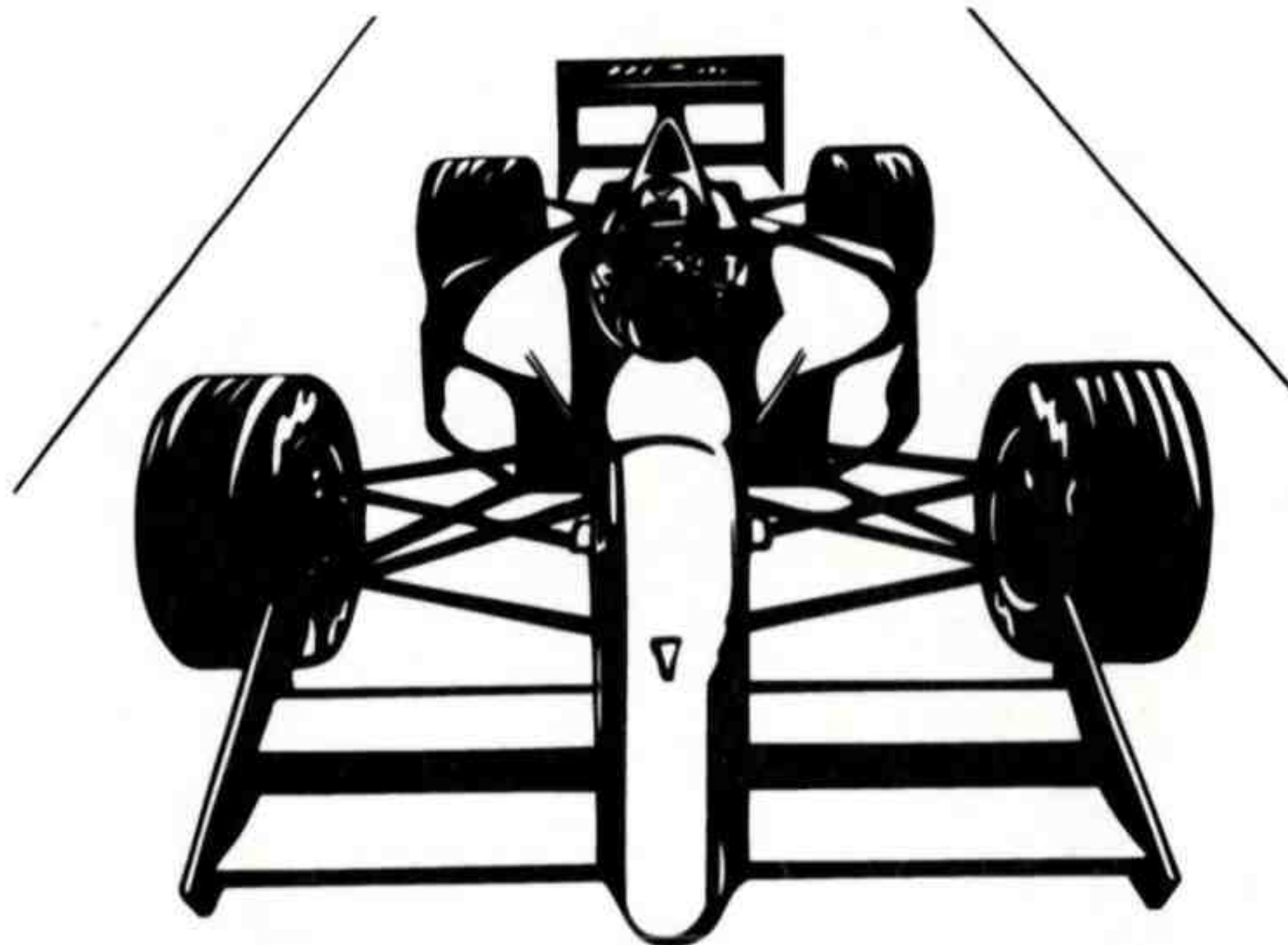
**WIN
TICKETS**

to a sports event you'll never forget!

Play Triple Sweeps

See back cover.

ULTRA
GAMES



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AND ACCESSORIES TO ENSURE
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YOUR GAME BOY SYSTEM.

WELCOME TO THE WORLD OF ULTRA!

Strap yourself in and rev up your engine! You're about to race against the toughest drivers on the formula car circuit in ULTRA's World Circuit Series. Before you pull out of the pits, we suggest you read the following instructions thoroughly.

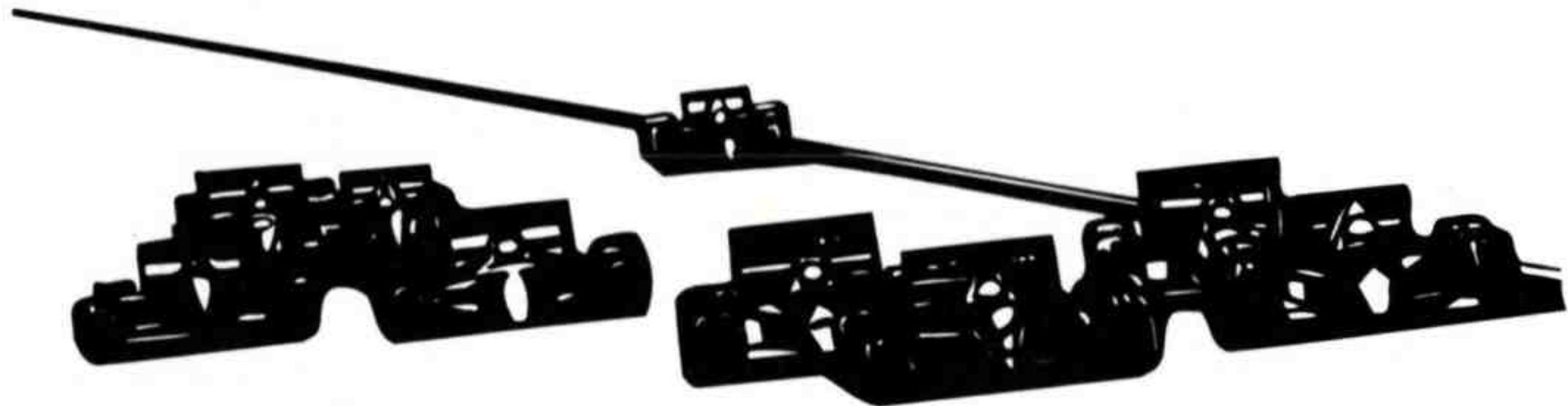
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CATCH THE F-1 SPIRIT

The thrill of high speed auto racing is now in your hands. With **WORLD CIRCUIT SERIES** you can feel the heart-pounding, gut-wrenching action of championship Grand Prix racing. Buckle yourself into the cockpit of a Formula 1 Indy car and hit the track. Try a few practice rounds and fine-tune your machine to match the track you select. After a few qualifying laps, you'll be ready to race with the big boys. Try a single race, or go all out for the championship season.



GUNNING FOR THE POLE POSITION

WORLD CIRCUIT SERIES offers three types of racing machines for a variety of driving skills. You can race the Formula 3, F-3000, or a full-blown Formula 1.

Enter your name

To begin, insert the Game Pak and turn your Game Boy on. After the title screens, press the START BUTTON. To enter your name, use the CONTROL PAD to select a letter, and the A BUTTON to accept it. Continue until you have completed your chosen name (up to 6 letters). If you make a mistake, press the B BUTTON to backspace. Press the START BUTTON when you're finished.

Game select screen

Use the CONTROL PAD to move the arrow up or down, pointing to your selection. Press the START BUTTON to continue.

- *Practice Race* — It's just you, your car and the open road. This is a good way to learn the tracks before heading into a real race.
- *Single Race* — Go one-on-one with some of the top drivers on a course of your choice.
- *Series Circuit* — A championship series of races on the top courses of the world. The number of courses depends on the type of car you're racing. For Formula 3 cars, the series includes 5 races. For the F-3000 you'll have 8 tracks, and for the F-1 you compete in 16 gruelling rounds.

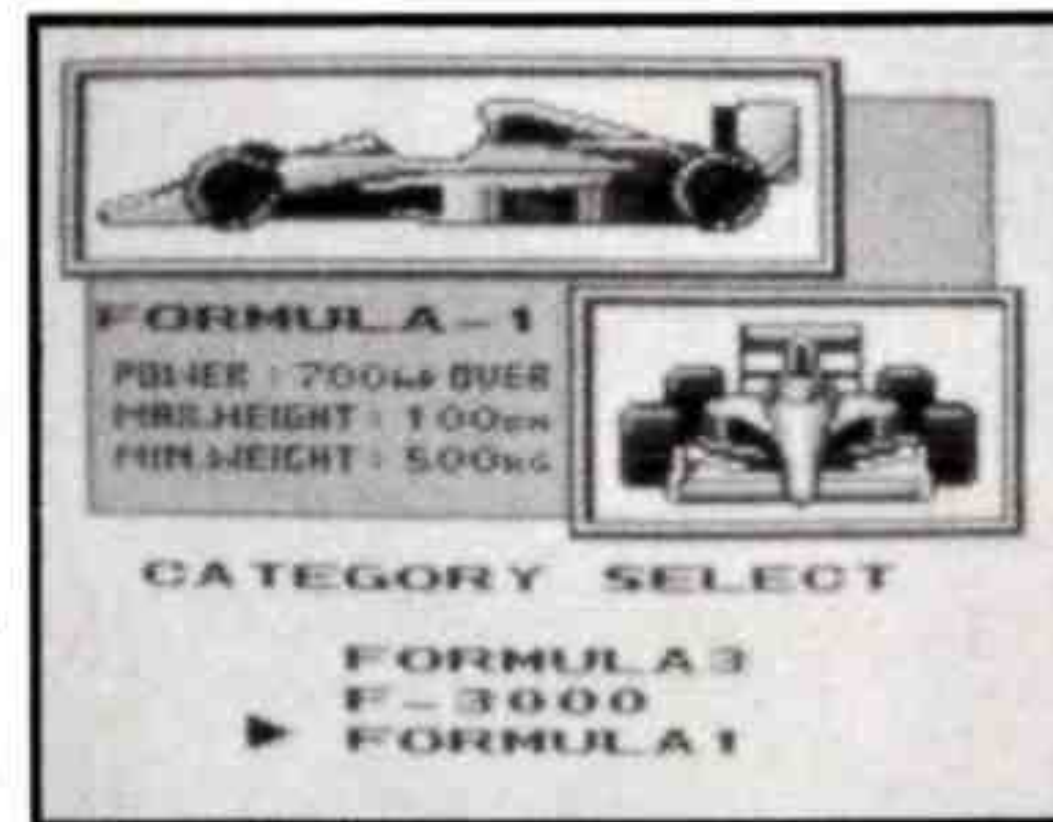
Each driver is awarded points based on the finishing position for each race. For Example, the first place finisher receives 9 points, second place gets 6 points, third gets 4, fourth gets 3,

fifth gets 2, and sixth place receives 1 point. The totals are tallied during the season, and the championship award goes to the driver with the highest point total after all the races have been run.

Category Select Screen:

Choose your car with the CONTROL PAD. Press the START BUTTON to continue.

- *Formula 3* The smallest formula car, the F-3 is based on a commercially available car engine. The races are very popular, as this is the training ground for many F-1 drivers.
- *F-3000* These cars are just a bit smaller than the F-1. With costs kept down on the engine and chassis, these races are won largely on technique.
- *Formula 1* The pinnacle of modern motor sports. Each year 16 Grand Prix races are staged around the world to determine the world champion driver. Enormous funds are poured into developing technology and top-flight teams for the F-1 racing machines.



Course Select Screen:

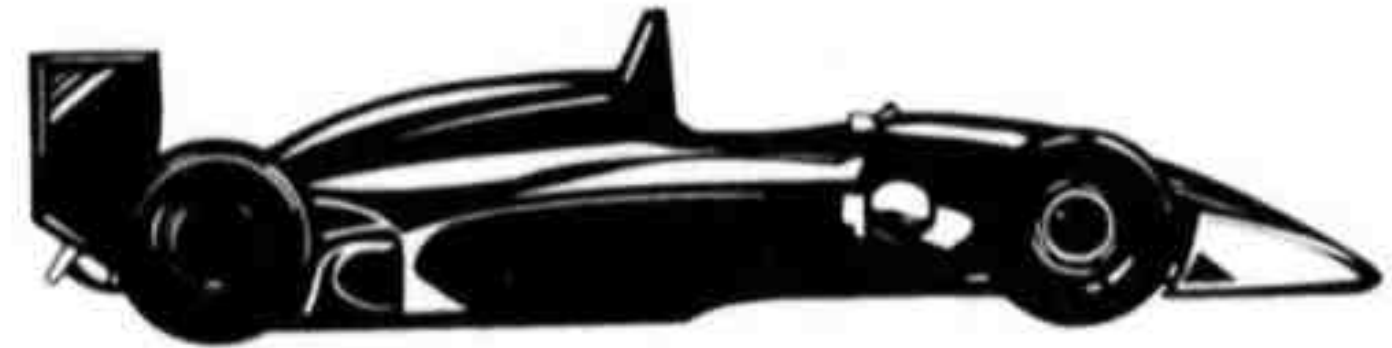
From the Practice Race or Single Race screens, you may choose which track you wish to race on. Use the CONTROL PAD to move up or down the list, and press the START BUTTON to continue.

Team Screen:

The team options provide you with two choices of pre-tuned cars, or you may customize your own. Use the CONTROL PAD to move up or down the list. Press the START BUTTON to continue.

F-3 & F-3000:

- Team A: Good on high-speed courses. Weak acceleration. Manual gear shift.
- Team B: Quick acceleration but lower top speed. Automatic shift makes car easier for beginners to control.



F-1:

- Team A: For medium and low speed courses (lots of curves). Strong down force for good grip, but higher tire damage. Manual shifting.
- Team B: For high speed courses, the top speed is high but acceleration is low. Automatic shift.



All cars:

- **Create Your Own Team:** After the track overview, you can customize the engine, transmission, wing and tires of your car. Use the A BUTTON to move between the options listed below, and the CONTROL PAD to move up and down between the items in each list. Press the START BUTTON to continue.

Engine: Choose high speed with little acceleration for optimum performance on the oval tracks, low speed with quick acceleration for the winding road courses, or somewhere in between.

Transmission: Select automatic or manual transmission. Manual has two gears — Hi and Low.

Wing: Adjust for more down force or more wind effect. Down Force gives you more stability around corners, enabling high cornering speed, but it also increases your wind resistance, which lowers your potential maximum speed. To combat this, raise the Wind Effect . This increases maximum speed, but destabilizes cornering.

Tires: Four grades of tires are available. Soft tires grip the road firmly for quicker response on the turns. Hard tires provide more long-term durability, but slower response. Medium tires are in between. There are also the “Q” tires for qualifying rounds —they are super soft, but only last two laps.

START YOUR ENGINES!

The sky is clear, your crew has the car tuned up, and you're ready to race! You will begin in the pit lane. Just press the B BUTTON to accelerate and the CONTROL PAD to steer. If you selected manual transmission, then the A BUTTON is used to shift gears.

CONTROLLING THE THUNDER

CONTROL PAD

Press up or down to move through option lists. Press left or right to steer your car during the race.

SELECT BUTTON

Not active during game.

START BUTTON

Accepts the choices you make. Also used to PAUSE during racing.



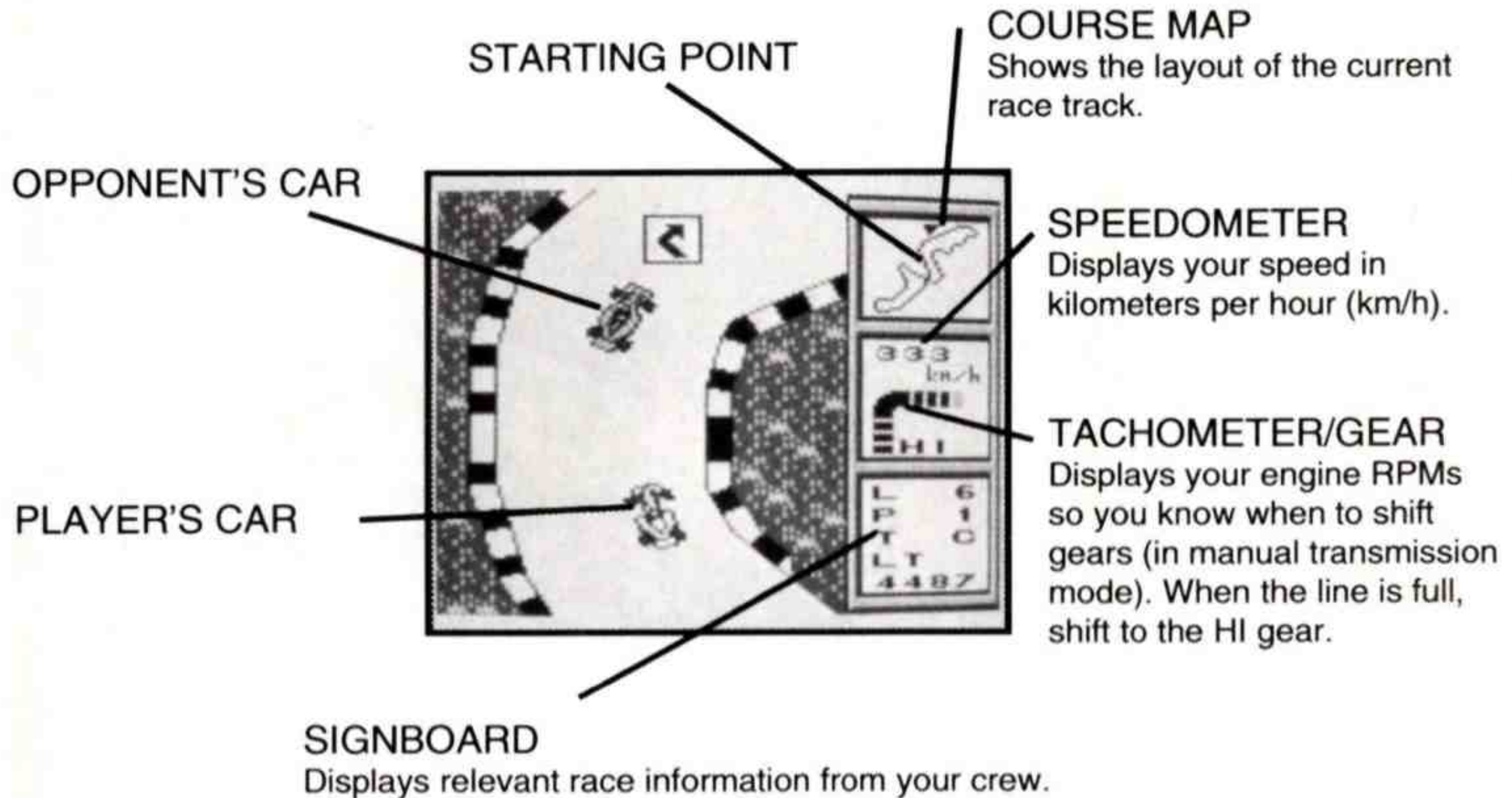
A BUTTON

Press to move between options during selection stages. Press to shift gears during the races.

B BUTTON

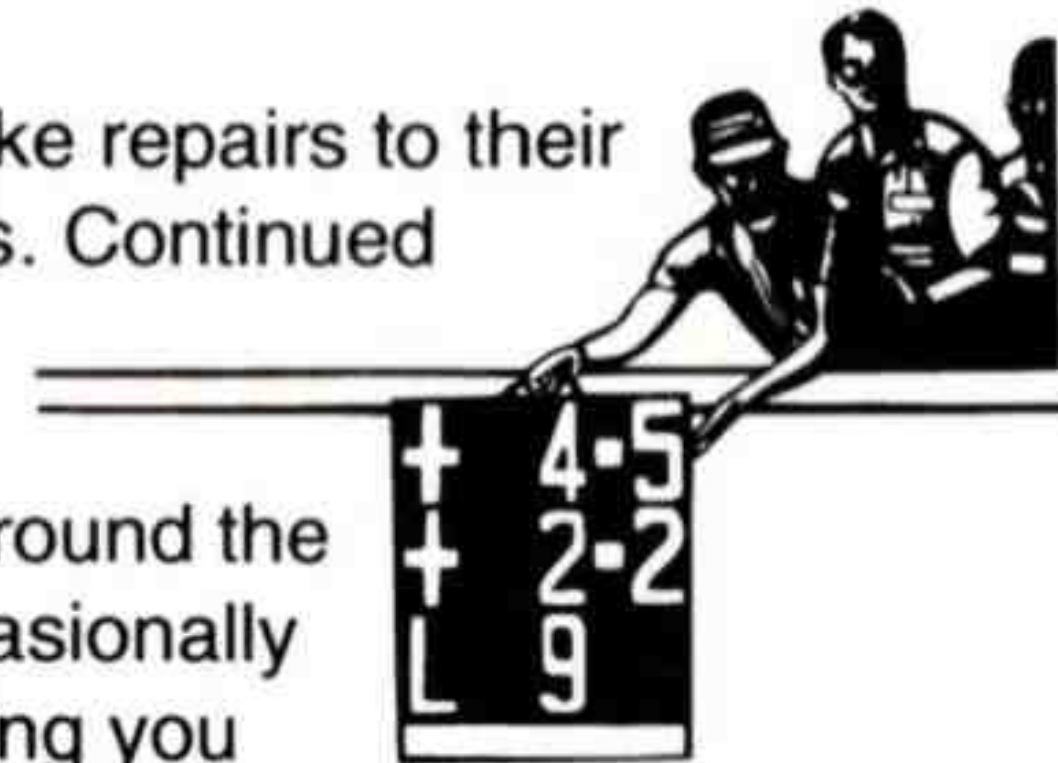
Press to accelerate.

Screen elements



PITSTOPS

Drivers have the option of pulling into the pit area to make repairs to their cars during practice rounds, qualifying rounds and races. Continued driving off the course or crashing into obstacles will result in wear and tear on your car, making pit stops mandatory. If your machine is starting to feel sluggish around the turns, you may want to pull in for a change of tires. Occasionally you will get a warning from your on-board computer telling you that it is time to pit, or else! If you pull into the pit when the warning flashes, your crew may be able to make the repair in time to save your race. If you don't pull in to the pits, you risk losing your time and the race.



Pit Options

- *Repair:* This will show the status of your tires (measured in percentage of wear on the tires), as well as displaying the status of your wing, suspension, engine and transmission. An "OK" means these systems can't be modified. "NG" means the system is "No Good." Use the CONTROL PAD to move the arrow between options. Press the A BUTTON to make the selection.



- *Exit Pit:* Leave the pit area without making any changes.
- *Qualified:* This option is available during qualifying laps. It lets you end qualifications and go right to the race. Your best lap time will determine whether you earned the pole position or if you sit back in the pack.
- *End Race:* During practice races this allows you to end the race and return to the beginning of the game. During Single Race and Circuit Series, this option lets you drop out of the current race.
- *Race Complete:* Ends the practice race.



HEADS-UP COMPETITION

Playing with two or more players

You can attach the Game Link cable for 2 people, or use the "Four Player Adapter" to have 2-4 people playing together.

Playing With The Game Link Cable Only

Attach the cable and two can play at the same time. The following hardware is needed:

Game Boy units.....	2
Game Paks.....	2
Game Link cable.....	1

- At the title screen, press the START BUTTON.
- In the following modes, the person who presses the START BUTTON also makes the selections:
GAME SELECT
CATEGORY SELECT
COURSE SELECT
- For other modes, both players can make selections.

Playing with the Four Player Adapter and Game Link cables

- Equipment needed:

Game Boy Units4

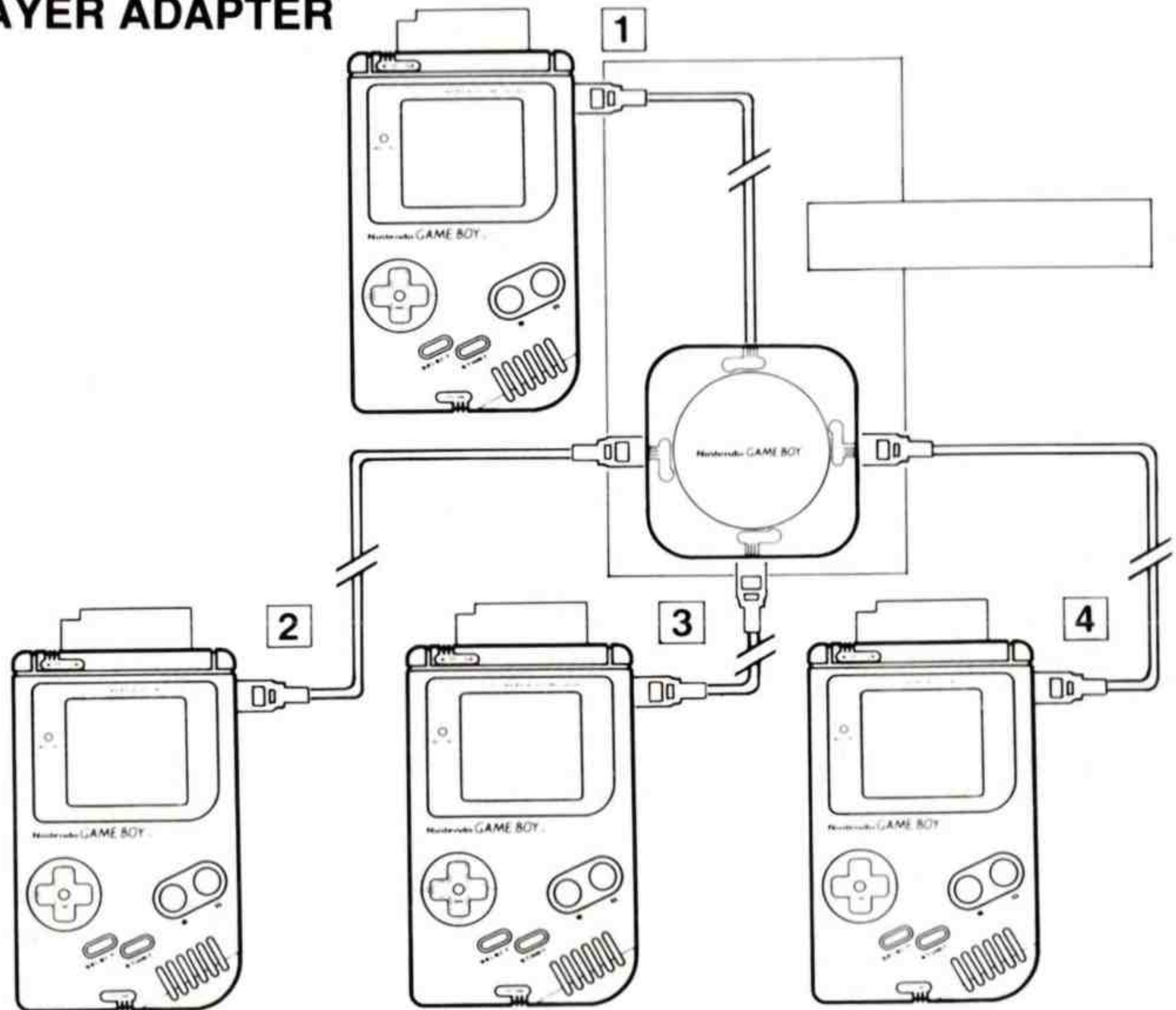
Game Paks4

Game Link cables3

Four Player Adapter1

- Attach the Game Link cable that is part of the Four Player Adapter to the first Game Boy. Plug the cables from the second third and fourth Game Boy units into the adapter.
- After checking the connections, turn the power switch of the first Game Boy ON, then turn ON power switches for the remaining Game Boy units.
- The selection of each game mode takes place on the first Game Boy — the unit plugged in with the Four Player Adapter cable.
- At the “ENTER YOUR NAME” screen, all players must enter their names or the game cannot be started.
- If the cables are not properly connected, and during the game a cable comes unplugged, the game stops functioning. Make sure all units are properly connected before you begin racing!
- Multi-Player Note: When a player finishes a race, he/she will see the standings of the race at that point. When the next player finishes, their results may look different. When all players finish, press Start to see the actual standings for all drivers.

FOUR PLAYER ADAPTER



Triple Sweeps

OFFICIAL SWEEPSTAKES RULES

1. NO PURCHASE NECESSARY. To enter the Konami® "Triple Sweeps" Sweepstakes, check off which sweepstakes you want to enter, and print your name, age, address and phone number on the official entry form provided in the Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy® games from Konami and Ultra, and mail to: Konami Triple Sweeps, P.O. Box 83168, Milwaukee, WI 53224. Be sure to write on the back of your mailing envelope which sweeps you are entering, or your entry will be disqualified. You may also obtain an entry form by sending your request and a self-addressed stamped envelope to: Triple Sweeps Entry Request, P.O. Box 23321, Milwaukee, WI 53224. WA and VT residents need not affix return postage. All requests must be received by June 12, 1992. Each entry must be mailed separately. Only original entry forms will be eligible. Entry form must be obtained legitimately; no reproductions will be accepted. *All entries must be received by July 27, 1992.*

2. RANDOM DRAWING FOR PRIZES will be held on or about August 3, 1992. Drawings will be conducted by The Merchandise Center, an independent judging organization, whose decisions are final. No responsibility is assumed for lost, damaged, late, misdirected, illegible, incomplete or postage-due entries. All entries become property of Konami Inc., and none will be returned. Odds of winning depend on the number of entries received. Unclaimed or forfeited prizes will not be awarded.

3. SWEEPSTAKES PRIZES (Total Value: \$13,050):

BASKETBALL SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional basketball championship finals game in 1993 (or \$2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,800.

5 SECOND PRIZES: One (1) official basketball team jacket from team of winner's choice. Cash value: \$130 each.

HOCKEY SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional hockey championship finals game in 1993 (or \$2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,800.

5 SECOND PRIZES: One (1) official team hockey jersey from team of winner's choice. Cash value: \$130 each.

RACING SWEEPS — 1 FIRST PRIZE: Trip for two (2) to the 1993 Indianapolis 500 mile car race, the weekend of May 29, 1993. Trip for two includes: roundtrip coach airfare to Indianapolis, Indiana, hotel 2 nights (double occupancy), transportation to and from hotel and race track, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,900.

5 SECOND PRIZES: One (1) Indy-style, radio-control car (provided by JRL Toys). Cash value: \$50.00 each.

4. PRIZE RULES: First Prize winners who are minors are required to travel with parent or legal guardian, or prize will be awarded to parent or legal guardian. Sports tickets and trips subject to availability. No substitution or transfer of prizes permitted. Limit one (1) prize per family or household. Prize winners will be notified by mail on or about September 1, 1992. Canadian winner may be required to answer a skill question. Winners and guest of first prizes will be required to sign an Affidavit of Eligibility and Release of Liability, which must be returned within 25 days of notification or prize will be forfeited. By entering sweepstakes, winning entrants accept and agree to all sweepstakes rules and grant permission to use their name, biographical information and photograph and/or likeness for advertising and promotional purposes without additional compensation or further consent. Payment of federal, state and local taxes is the obligation of the winner.

5. ELIGIBILITY: Sweepstakes open to all residents of the U.S. and Canada (except Quebec). Void where prohibited. Employees of Konami Inc., its affiliates, subsidiaries, retailers, distributors, agencies and August, Bishop & Meier, Inc., and the immediate families of each are not eligible to participate. Sweepstakes subject to all federal, state and local laws. Sweepstakes entrants release Konami Inc., August, Bishop & Meier, Inc., their agents and assigns from any claims, losses or damages resulting from the receipt and use of prizes awarded.

6. TO OBTAIN A LIST OF PRIZE WINNERS: Send a self-addressed, stamped envelope to: Triple Sweeps Winners List, P.O. Box 23321, Milwaukee, WI 53224. Requests must be received by September 1, 1992.

Triple Sweeps

OFFICIAL ENTRY FORM

CHECK ONE (Plus, you **must** indicate the sweeps you're entering on back of envelope.)

☐ **Basketball Sweeps** ☐ **Racing Sweeps** ☐ **Hockey Sweeps**

PRINT CLEARLY

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone No. (_____) _____

Jacket/Jersey Size: ☐ S ☐ M ☐ L ☐ XL

**WIN TICKETS TO A
SPORTS EVENT YOU'LL
NEVER FORGET!**

PLAY

Triple Sweeps

What's your pleasure? Choice seats at one of the final games of the professional basketball championship playoffs...a grandstand view of the biggest race in America, the Indy 500...or, tickets to a pro-hockey championship playoff game. Take your pick and you, along with a lucky friend, could be there when you play **TRIPLE SWEEPS**. Secondary prizes include your favorite basketball team jacket, an Indy-style radio-control race car and a pro-hockey team jersey of your choice!

To play, complete the information requested on this entry form,
and mail **to arrive no later than July 27, 1992**, to:

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Konami Triple Sweeps
P.O. Box 83168
Milwaukee, WI 53224

