

The Duel

TEST DRIVE II™



FOR THE SEGA® GENESIS®



AND MEGA DRIVE SYSTEMS



Credits

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Original version of The Duel: Test Drive II designed and developed by Distinctive Software, Inc. The Lamborghini™Diablo™in this game is produced under license from Automobili Lamborghini S.p.A.

Important: If you have any trouble with this cartridge, please contact Accolade customer service (see **Customer Service** section for details).

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INTRODUCTION

Here's a daydream for you: Imagine yourself at the wheel of a silver gem known as the Porsche 959®. The world's fastest production car ... or so you've been told. You're cruising the desert floor at 125 MPH. Not a cop in sight. You feel invincible, untouchable.

Suddenly, there's a blur in the passing lane.

Rocketing past in a red haze of automotive harmony is the legendary Ferrari F40® — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line. Or no ... maybe it's the aggressive black snout of a Lamborghini Diablo, Italy's \$200,000 answer to the F14 Tomcat. Or maybe, just maybe, it's another silver Porsche. Your evil twin, say.

In any case, you put your pedal to the metal and pull even. The other driver glances at you. He smiles ... then roars ahead. You shift. Time to explore the depths of that famous Porsche 6th gear.

The Duel is on.

Now open your eyes. You're not dreaming anymore. Here they are: Porsche, Ferrari, Lamborghini. Each one exotic, powerful, with a furious splendor approaching natural beauty. Pick your car, pick your opponent, then rocket head-to-head down desert chutes, up death-defying mountain curves, and through city outskirts.

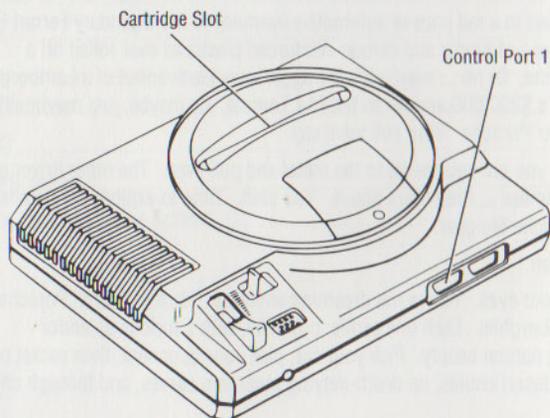
GETTING STARTED

Loading Instructions

- 1 Make sure the power switch on your SEGA Genesis system is **OFF**.
- 2 Insert the *The Duel: Test Drive II* cartridge into your system by following the instructions in your Genesis system manual.
- 3 Plug a Control Pad into port 1.
- 4 Turn the power switch **ON**. If nothing appears on screen, re-check your cartridge to be sure it is inserted securely.
- 5 During the title sequence, press any button on the Control Pad to get to the Main Menu.

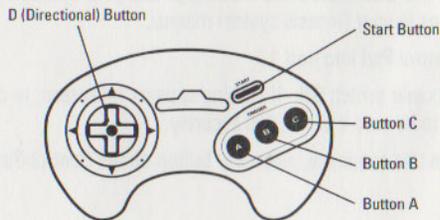
Loading Instructions (continued)

IMPORTANT: Always make sure that your Sega Genesis system is turned **OFF** when inserting or removing a Genesis cartridge.



The Control Pad

Before you begin playing *The Duel*, take a minute to familiarize yourself with the layout of the Control Pad.



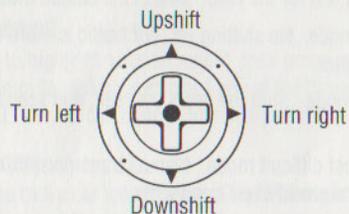
GAME CONTROLS

How to Drive

To drive your sportscar, refer to the diagram below:

Note: The controls listed below are the default settings for *The Duel*. You can change this control configuration. To learn how, refer to the Control section.

D-Button



Button A: Press to brake

Button B: Press to accelerate

Start: Pauses and unpauses race

Other Controls

While racing, press **Buttons A + B + C** simultaneously to bring up an options menu. Press D-▲/▼ to highlight either **Sound** or **Music**, then D-◀/▶ to highlight **ON** or **OFF**. Use the **D-Button** again to highlight **Resume** driving (return to the current race) or **Quit** (abort the current game and return to Main Menu) and press the **Start Button**.

MAIN MENU

After the title screen appears, you can press any button to skip over the credits to the Main Menu Screen. Then use the **D-Button** to highlight the menu item you wish to select, and press any button to select it. Menu items are as follows:

Game Options

View the option settings, then use **D-▲/▼** to highlight any setting you'd like to change. The option settings are listed below.

Difficulty

There are four difficulty levels. Use **D-◀/▶** to highlight the mode you want:

- 1 **Novice** (auto-shift). Ease into *The Duel* with this mode. Automatic transmission lets you focus on getting a feel for the road. This is the default mode.
- 2 **Auto-shift**. Intermediate mode. No shifting yet, but traffic is more congested, and your opponent is tougher.
- 3 **Manual-shift**. Advanced mode. Shift the gears yourself, and keep an eye on that tachometer!
- 4 **Expert** (manual-shift). Most difficult mode. Manual transmission, clogged roads, aggressive cops, and world-class opponents.

Music

Use **D-◀/▶** to highlight one of three different soundtracks.

Control

Choose to control your accelerator, brake, up-shift, down-shift from three different configurations (different combinations of **Button A**, **Button B**, **D-Button ▲** and **D-Button ▼**). Use **D-◀/▶** until the configuration you want is displayed.

When the options are all set the way you want, press **the Start Button** to return to the Main Menu.

Play TDII

When you choose this option from the Main Menu, you are taken to a series of screens where, in order, you select your car, your opponent, and your scenery for the race.



Select Car

Use the **D-▲/▼** to scroll through the following choices, then press any button to select one:

- Porsche 959. Is it truly the production zenith of modern automotive engineering? Get this silver rocket up to 197 MPH on a straight stretch of road. Maybe the answer will come to you.
- Ferrari F-40. Anything that can put a quarter-mile behind you in 12.0 seconds should be considered a ballistic weapon. Yank that wheel ... and find out what the pit of your stomach feels like, cornering at over 100 MPH.
- Lamborghini Diablo. Car lovers regard the Diablo with the kind of hushed awe usually reserved for things like, say, active volcanoes. At its heart is a snarling, 48-valve aluminum V-12 engine ready to erupt. Exotic, powerful, and oh, so Italian.

Select Opponent

Use **D-▲/▼** to highlight your opponent, then press any button to select it. Race against a computer-driven version of any of the three cars — Porsche, Ferrari or Lamborghini. Or you can choose to race against the clock.

Select Scenery

Use **D-▲/▼** to move car icon to either **City**, **Mountain** or **Desert** scenery, then press any button to select the highlighted choice.

High Scores

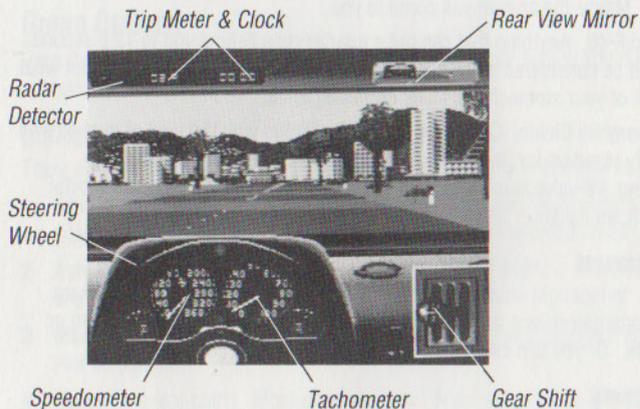
Select this option from the Main Menu and press any button to view the top scores that have been saved on your cartridge. Scores on the High Score Screen will remain on your cartridge until you reset them. Reset them by doing the following:

Note: Resetting high scores will also reset best time, scores, average MPH and overall performances for each road section for all sceneries.

- 1 From the High Score Screen, press **D-◀/▶** to highlight **Reset** and press **any button**.
- 2 Press **D-◀/▶** to highlight **OK** if you want to reset all of the high scores and best times mentioned above, or **Cancel** if you change your mind.
- 3 Highlight **Exit** and press any button to return to Main Menu.

THE COCKPIT

Before you start dueling, it might be a good idea to get acquainted with your car's instrumentation.



Tachometer

Registers the revolutions per minute (RPMs) of your drive shaft. The bigger the number, the harder your engine is working. If you work it too hard, or "red line" — that is, push the needle into the red area — you'll blow all your precious horsepower right out the tailpipe (watch for smoke in the rear view mirror).

Note: You can only blow your engine in the Manual-Shift or Expert levels.

Steering Wheel

Turns the car left or right. The dot at the top of the wheel moves to show which direction your car is turning.



Radar Detector

A blinking light means it's on. If the light flashes and beeps, slow to the speed limit, because lurking nearby is your worst nightmare: A state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota. Of course, you could try to outrun the smokey. But you'd better be good.

Speedometer

Measures your speed. For the European-made cars, it's measured in KPH (kilometers per hour). Here's a chart to help you convert KPH into MPH (miles per hour). One KPH equals about .62 MPH.

KPH = MPH	
100 = 62.0	240 = 148.8
120 = 74.4	260 = 161.2
140 = 86.8	280 = 173.6
160 = 99.2	300 = 186
180 = 111.6	320 = 198.4
200 = 124.0	340 = 210.8
220 = 136.4	360 = 223.2

Trip Meter & Clock

Critical info. The meter counts down, showing you the distance left in the road section; the clock counts up, showing you how long you're taking to drive the current section.

Rear View Mirror

Monitor it well. Especially at higher levels, watch out for your zealous opponent. A keen eye to the glass will help you keep on any smokies, too.



HOW TO DUEL

After you choose your course from the Select Scenery Screen, you are automatically taken to the spot where you begin *The Duel*. If you are racing against an opponent, you will see him hunkering in the rear view mirror, just waiting to rocket past you.

Routes

There are seven different sub-routes in the City, and six in the Mountain and Desert courses.

Accelerate

If you're in either Novice or Auto-Shift mode, just press the **accelerator button** (default is **Button B**). Your car will automatically shift up and down. But if you're in either Manual Shift or Expert mode, pop it into 1st gear, then press the **accelerator button**. After that, shift up or down appropriately, as you would a real car.

Gears

To shift up, press D-▲. To shift down, press D-▼ (default setting). (Remember, this only applies if you are in the Manual-Shift or Expert modes). Be careful, though. If you "red line" (push your RPMs up into the red zone of the tachometer), you could blow your engine.

Lives

You start with 5 lives, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or blow an engine. In Auto-Shift mode, you gain a life if you average 140 MPH or better on a section. If in Manual-Shift mode, you'll gain a life by just completing a section with a clean run (without crashing, getting a ticket, or running out of fuel).

Penalties

You're given a 20-second penalty (added to your overall time) each time you crash, blow an engine, run out of gas, or stop too far from the pump. If you average less than 55 MPH on any section, the game will be over as soon as you reach the gas station.

Police

Cops are everywhere, man. A cop will chase you until you either outrun him or he passes you. If caught, you must stop and get a ticket. (Not a good thing, because the clock is running, and you lose valuable time. Not to mention what it does to your insurance rates!) Be careful! If you crash into the rear of a cop who's pulling you over, or is parked on the side of the road, the game's finished. Unfair? Hey, that's justice.

Fuel

When you see a sign with a gas pump on it, start thinking about filling up. When you see the gas station on the right hand side of the road, brake to a stop between the two white lines that cross the road as close to the gas station as possible. If you stop too far left, you'll get the message "too far from pump," and you won't be able to refuel.

Resurrections

After each crash or penalty, press any button to continue the race. If you run out of lives ... well, cheer up, even Rome fell.

SCORING

Score Screens

Gas stations mark the end of each section. When a message appears (i.e. "Fill 'er up," etc.), press any button to view the gas station screen. Scrolling at the bottom of this screen is a short summary of your performance in the section you just finished. Press any button to advance to Section Review Screen I (if you're racing against the computer) or Section Review Screen II (if you're racing against the clock).

If you are racing against the computer, press any button while on Section Review Screen I to advance to Section Review Screen II.

Note: If you happen to set a record for the section you just finished, a screen indicating so will be displayed before advancing to either of the review screens.

Score Screens (continued)

Section Review Screen I displays the following:

- The length and number of the section just finished
- Your time, average speed, and score of the section just finished
- Your opponent's time, average speed, and score of the section just finished
- Your overall time and score through the current section just finished
- Your opponent's overall time and score through the current section just finished

Section Review Screen II displays the following:

- The length and number of the section just finished
- Your time, average speed, and score of the section just finished
- The all-time best time, average speed, and score recorded for this section
- Your overall time and score through the current section just finished
- The overall best time and score through the current section just finished

Joining the High Score Screen

If you have one of the five highest scores played on your *The Duel* cartridge, a screen appears asking you to enter your name — up to 14 characters. Here's how:

- 1 Note the letter "A" highlighted in the slot for your name. Use **D-▲** to scroll forward through the characters (or **D-▼** to scroll back) until you find the one that matches the first letter in the name you want to enter.
- 2 Then, press **D-►** to highlight the next character. Again, press **D-▲** to scroll forward through the characters (or **D-▼** to scroll back) until you find the one that matches your name's second character.
- 3 Continue this process across the screen until your full name is spelled the way you want, then press the **Start** Button to see your name up there with the best of the best.
- 4 Highlight Exit and press any button to return to the Main Menu.

CUSTOMER SERVICE

Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

- 1 **DO NOT** return your defective cartridge to the retailer.
- 2 Notify customer service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 PM (Pacific Standard Time). Please **DO NOT** send your cartridge to Accolade before calling customer service.
- 3 If the customer service representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
Accolade, Inc., Customer Service, 550 S. Winchester Blvd., San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for \$20.00 U.S. dollars (plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

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