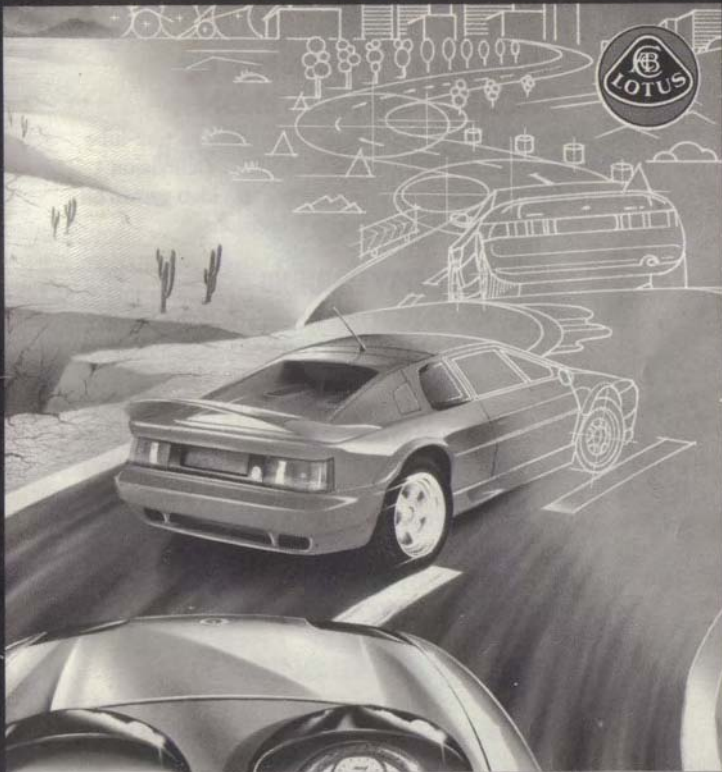


ELECTRONIC ARTS®



LOTUS II



WARNING TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

**WARNING: READ BEFORE USING YOUR SEGA
VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing.



LOTUS II

Race Environment Control System

CONTENTS

Loading Instructions	1
Game Options Screen	2
Car Selection	6
Music Selection	6
Track Info Screen	7
Racing	8
Refueling in the Pits	9
Constructing a Track	10
Head to Head 2 Player Games	12
Using the Codes	13
Artist Bio	13
Credits	14

LOADING INSTRUCTIONS

1. Make sure the power switch on the SegaTM GenesisTM is OFF.
2. Insert the Lotus II cartridge into the 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** to go to the Game Options screen.



GAME OPTIONS



The Game Options screen is the gateway to Lotus II. It is here that you set-up the kind of game you want to play.

Use the D-Pad to move the yellow highlighter box to any option you want to change.

Gears



Press button **A**, **B** or **C** to switch between Manual or Automatic gears. If Manual gears are selected be sure to check out the controls before starting.

Game Type



Press button **A**, **B** or **C** to switch between a Timed or Championship game.

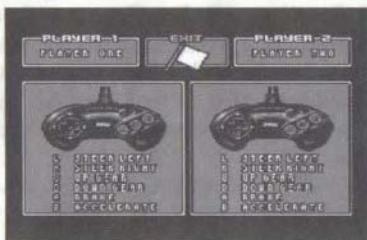
In Timed mode you have a set amount of time to complete the stages.

In Championship mode you accumulate points depending on your finishing position — these go towards the Championship table which is shown after each race.

Note: You must finish in the top 10 to qualify for the next race.



Control Options



Press button **A**, **B** or **C** to bring up the control options screen. Use the D-Pad to move the yellow highlighter box over the player's controls you want to change. Press button **A**, **B** or **C** to scroll through the different control types. Pick the one you feel most comfortable with — if you've chosen manual gears make sure the controls contain gear changing options.

One or Two players



Press button **A**, **B** or **C** to choose one or two players. Two players have been selected when both cars are colored in.

Player Names



Press button **A**, **B** or **C** to place a cursor in the text box.

Press button **A** to clear the box of any text — pressing **C** deletes the character the cursor is under. D-Pad **up** or **down** to scroll through the alphabet. When the correct letter appears move the cursor along by pressing right with the D-Pad. After you have spelt the name out, press **B**.



Course Selection



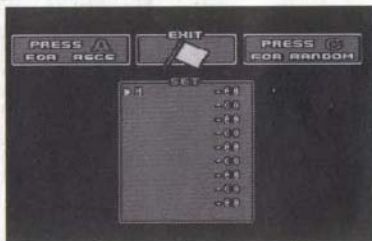
Press button **A**, **B** or **C** to move the selector box over the difficulty level you want to race — the higher the curve, the harder the level (for details on the three levels, see *Tracks & Checkpoints*)

If you constructed your own course and have entered the code, select track circuit icon.

If you want to race a selection of your favorite pre-defined courses, choose the question mark icon — be sure to follow the instructions under *Define a Race*.

Define a Race

Press **A**, **B** or **C** to go to the Define screen. The Define screen lets you set up a series of races to challenge you and your Lotus.



To access the R.E.C.S. screen press **A**, (for information, see *Constructing a Track*.) after altering any of the variables exit back to the Define screen. Notice that the top line in the Set box now contains the code that is relevant to the track you have just constructed. Use the D-Pad to move the arrow **up** or **down** to an empty line in the Set box, this is the active line that you can now affect, either by constructing a course or using the random generator (over 5 trillion different tracks) by pressing **C**.



If you want to change any of the codes that lie in the Set box, press **B** to place a cursor on the active line, then using the D-Pad **up** or **down** change the figure at that position to subtly change the track. **Note:** When you choose the question mark icon at the Course Selection box on the Game Options screen, you race all of the tracks listed in the Set box.

Constructor R.E.C.S.

Press **A**, **B** or **C** to go to the Constructor R.E.C.S. screen. For details on making a course, see *Constructing a Track*.

Entering a Code

The code is a sequence of numbers and letters that relate to the course you have selected or made. For more information on entering a code see, *Using the Codes*.

Start

Press **A**, **B** or **C** or press **START** at anytime to go to the Car Selection.



CAR SELECTION

Lotus II gives you three delectable delights of modern motor engineering to hurl around. Choose from the Esprit Turbo SE, M200 or Elan SE — it's about the only time you're ever going to have this kind of choice so make it count.



Scroll through the cars using the D-Pad. Select by pressing START.

MUSIC SELECTION

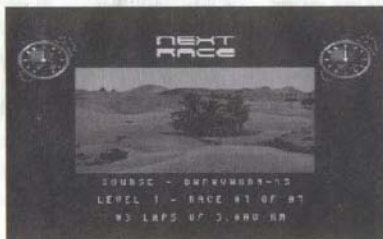
Your car's CD player appears. While you're thundering down the tracks why not get into the feeling by putting on a little tune. There's speed soothers, adrenaline pumpers and roadhog rhythms — the choice is yours.

Scroll through the tracks using the D-Pad. If you want no music go to track 00. After choosing, press START.



TRACK INFO SCREEN

Before each race the Track Info screen appears.



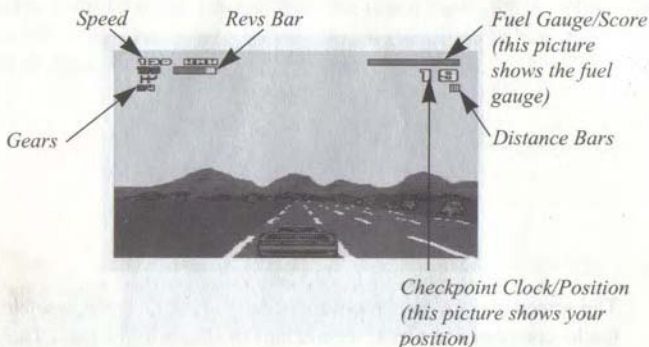
The screen gives information on the level, race distance, number of tracks completed at this level and laps or stages in the race. The window shows a graphic representation of the landscape that you can expect. Below the landscape window is the code for the race. If you want to return to this stage anytime, write down the code and enter it at the Game Options screen — see *Entering a Code* for more information.

Press **START** to go to the race.



RACING

Strap into the Lotus and head for the open road.



Revs Bar

When automatic gears are being used you can disregard the rev bar. The red bar in the rev box shows you how hard the engine is working — when using manual gears you need to time your gear changes to when the bar fills the rev box, this way you can maximize the good acceleration of the Lotus cars — and keep up with the competition. Conversely, if the red bar is way down and your acceleration is sluggish it's time to change down a gear and get those pistons pumpin'.

Speed

The speed figure is how fast the car is traveling in kilometers per hour. If this speed drops below 130 you're in trouble — it's time to open your eyes and use the accelerator.

Gears

The gear indicator indicates what gear is selected by showing a white number on the diagram.



Distance Bars

There are the same number of distance bars as checkpoints to cross in the race. As you race down each stage the corresponding bar fills up. When racing in Championship mode, check the distance bars regularly as there's nothing so humiliating as running out of gas 'cause you thought you could make it.

Checkpoint Clock/Position

When racing against time the checkpoint clock shows how long, in seconds, you have to reach the next checkpoint — if you don't make it the race is over.

When racing in Championship mode the position indicator shows your position in a field of 20 other cars — aim to be in single figures to make a mark on the Championship standings.

Score

If you gauge your success by numbers or you like arguing with friends over high scores — we've included a scoring system that mirrors your success on the track.

Fuel Gauge

Only present in Championship mode. The gauge shows how much fuel is in the tank. When the amount is below a quarter a warning starts to flash on-screen — it's decision time, stop and refuel or check out the distance bars and power on across the line.

REFUELING IN THE PITS

In Championship mode your fuel diminishes the harder you drive. When it's time to refuel (you receive a low fuel warning), pull over to the side of the road when the PIT sign flashes on screen and



brake to a standstill. The refueling icon appears and the fuel gauge fills up. To exit the pits press the accelerator button.

CONSTRUCTING A TRACK

After tackling all of the in-built courses you're probably thirsting for a test and choking for a challenge — the R.E.C.S. (Race Environment Control System) is the answer to your speed-freak dreams.

After selecting R.E.C.S. at the Game Options or Define screen, the R.E.C.S. screen appears.



R.E.C.S. is an innovative track design system that lets you convert all your driving dreams and nightmares into reality. The creation of a track couldn't be simpler — and once made just write down the Code and enter it whenever you want to play the track.

Each of the different sections on the R.E.C.S. screen let you change the style and form of the track. Most are rated from 0% to 100%. Each affect the track in the following way:



Type

Choose whether the race is over laps or stages.

Curves

How many curves the track has. The lower percentage, the straighter the track is.

Sharpness

Influences the type of bends on the track. A lower number makes for gentle, sweeping curves — you can guess what a high number gives you.

Length

The length of the track.

Hills

A high number gives the track more hills than your average mountain range — a low number results in a flatter course.

Steepness

Gently undulating scenery or steep ascents and descents? The choice is yours.

Difficulty

After wimping out on all of the other options you can make the course dangerously difficult by raising the aggression levels of the other drivers.



Scenery

Whether you want to be racing across a featureless landscape or dashing over plains packed with eye-catching scenery — this is the option for you.

Scatter

Make the scenery look like a clip out of a landscape gardening video — or have it placed anywhere it likes.

Obstacles

Choose between an open road or a veritable obstacle course of collision fodder.

Scenario

Allows you to select which of the thirteen landscapes you want the track to be on. Each has different effects on the Lotus — how it handles, and so on.

Code

The code for the track you are creating is displayed here. Enter it at the Game Options screen at any time when you want to replay the track.

Exit

Once you've created the kind of track you want, select exit to return to the Game Options screen.

HEAD TO HEAD 2 PLAYER GAMES

Friends winding you up? Feel like exercising your revenge at breakneck speeds along the made up routes of your imagination? Plug in an extra controller and select a 2-Player race at the Game Options screen.



USING THE CODES

At the start of each race the code for the track is displayed on the Track Info Screen. This code, if entered correctly at the Game Options screen, takes you back to the track so you can practice on it or just go for a burn. Write down the codes and keep them safe. To enter a code, use the D-Pad to highlight the code box at the Game Options screen — press **A**, **B** or **C** to enter a cursor in the box. D-Pad **up** or **down** to scroll through different letters and numbers — D-Pad **left** or **right** to move the cursor to another space. Once the code is entered correctly, press **B** to accept, choose any other options then press **START** to begin racing on the track you finished on last time you played.

ARTIST BIO

Damian Hibbard

A 23 year old, 5'10" Newcastle United supporting BSc honors graduate. Who, when not listening to Rage Against The Machine is watching Trapdoor repeats in a Red room filled with Six packs of Acid Drops.

Damon Godley

A New Power Generation track floods the ears of this 22 year old Gilbert & George worshipper. Through the blur of a Zooled past the Simpsons have been viewed with Street Fighter 2-like aggression — all the while dreaming of Mayte Garcia lying Under The Cherry Moon.

Phil Rankin

Ten Pin Bowling & Football fill the head of this 23 year old Liverpool fan. As Sherilyn Fenn languishes seductively, Twin Peaks cover The Wonder Stuff of this Nirvana like thought.



CREDITS

Developed by: Gremlin Graphics Software Ltd.
Programming: Damian Hibbard & Phil Rankin
Graphics: Damon Godley
Producer: Kevin Buckner
Producer for Gremlin: Tony Casson
Associate Producer: Diarmid Clarke
Product Manager: UK: Al King, US: Frank Gibeau
Documentation: Clive Downie
Documentation Layout: Emily Favors
Quality Assurance: UK: Alex Camilleri, US: Ted Fitzgerald
Original Game: Magnetic Fields Software Designs

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limita-



tions and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact:

Electronic Arts
P.O. Box 432
Southport Qld 4215
Australia.

Within Australia call:
Phone: (075) 711 811

Within New Zealand call:
Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

This game is licensed by Sega for play on the SEGA™ GENESIS™ SYSTEM.

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

Approved and licensed product of Group Lotus Limited.

Unless otherwise indicated, all documentation is © 1993 Electronic Arts. All rights reserved.

All software is © 1993 Gremlin Graphics Software Ltd. All rights reserved.

Electronic Arts is a registered trademark of Electronic Arts

Gremlin is a registered trademark of Gremlin Graphics Software Ltd.



CONTROLLING THE GAME

START

1/2

1/2



Opening and Y-axis

1/2

1/2

1/2

1/2

1/2

1/2

1/2

1/2

Car Selection Mode

1/2

1/2

1/2

1/2

1/2

1/2

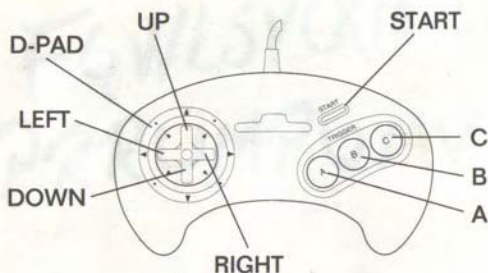
1/2

1/2

1/2

1/2

CONTROLLING THE GAME



Opening and Title Screens

ContinueSTART

Main Menu

Cycle through optionsD-PAD UP/DOWN/LEFT/RIGHT

Select/Change OptionsA

R.E.C.S. Menu

Cycle through optionsD-PAD UP/DOWN/LEFT/RIGHT

Decrease intensityA

Balance intensityB

Inrease intensityC

Car Selection Mode

Cycle through carsD-PAD LEFT/RIGHT

Exit menuSTART

Music Menu

Select musical trackD-PAD UP/DOWN

Exit menuSTART

Play Mode

Begin gameSTART

Pause/resume gameSTART

GasB

BrakeA