

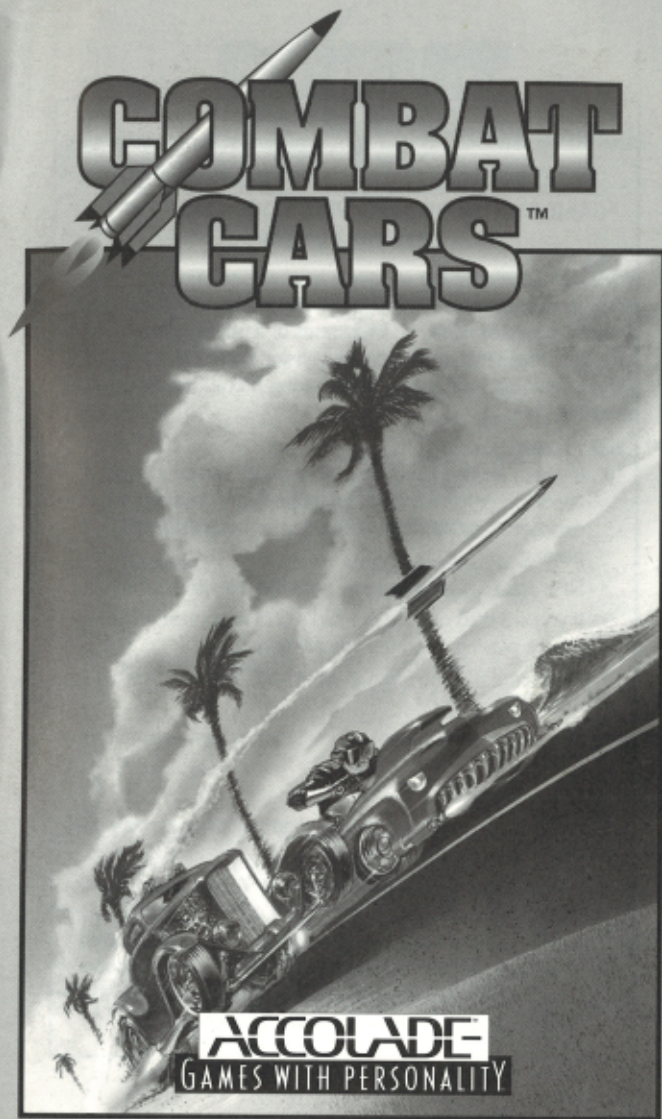
ACCOLADE™
GAMES WITH PERSONALITY™

5300 Stevens Creek Blvd., San Jose, CA 95129
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FOR PLAY ON THE SEGA GENESIS SYSTEM

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3050-00227
Rev. A



FOR THE SEGA™ GENESIS™ SYSTEM

Epilepsy Warning

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use:

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flicker lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use:

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, **IMMEDIATELY** discontinue use and consult your doctor.

COMBAT CARS

CREDITS

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Special Thanks:	Erik Gloersen of FUNCOM Productions (Oslo, Norway)
Producer:	Pete Pavich



Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated overextended use of video games on large-screen projection televisions.



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COMBAT CARS

AMAZING, BLAZING, ARCADE RACING ACTION AT ITS BEST!

Fasten your seat belts, adjust your mirrors, and choose your weapon, because you'll need every advantage to withstand the racing intensity of Combat Cars. Select one of 8 mean-machines for maximum adrenaline racing. You'll face five intense competitors who use all sorts of dirty tricks to smash your car and win! Use your prize winnings to up your car's performance with turbo chargers, mega tires, amped-up engines, and wicked power-ups. You can also, depending upon your car, buy weapon supplies like heat-seeking missiles, anti-auto mines, oil dumpers, glue globs, and engine choking smoke. You'll need all the gadgets you can get to survive the 24 grueling tracks in terrain ranging from winding mountain trails to sprawling city streets. You can join forces with a friend for roadway domination, or challenge someone to a one-on-one grudge match. Get ready for battle in the addictive, arcade style racing experience of Combat Cars.



COMBAT CARS

THE SET UP

Here's how to get ready for intense racing combat:

- 1 Set up your Sega Genesis System and plug a control pad into port 1. For two players, plug a second control pad into port 2.
- 2 Make sure the power switch on your Sega Genesis console is off.
- 3 Insert the *Combat Cars* cartridge into the cartridge slot and press it down firmly.
- 4 Turn on your TV or monitor and turn the Sega Genesis power switch on. The opening screens will appear. (If your screen stays blank, switch the power off, make sure the cartridge is firmly inserted in the console, and then switch the power on again.)

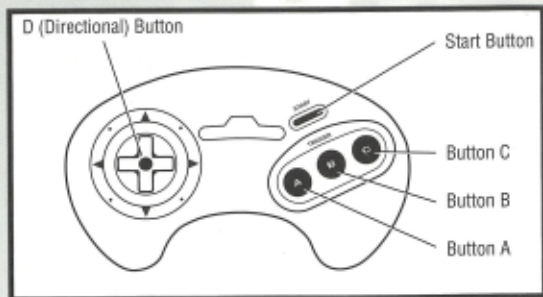
Important: Always make sure the Genesis System is turned off before inserting or removing a game cartridge.

QUICK START

- 1 Press **START** at the Title screen to go to the Main Menu.
- 2 Press **START** to go to the Select Character Screen.
- 3 Press **START** to select a highlighted character, his profile screen will appear.
- 4 Press **START** twice to begin the race.

COMBAT CARS

CONTROL PAD



Combat Controls

START Button

- Selects highlighted menu item
- Cycles through highlighted options in Options Menu
- Pauses race

D-Button

- Steers car left and right
- Highlights menu items

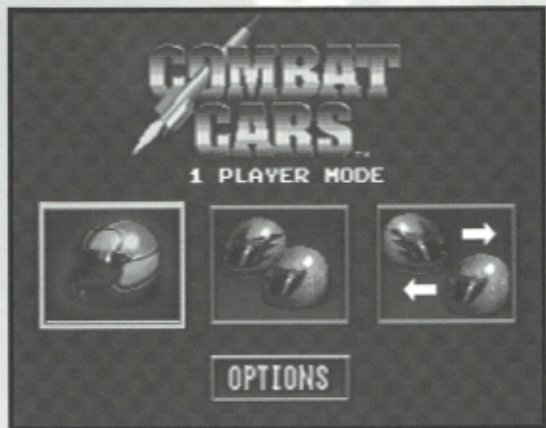
Default Button Controls

(see **Controls**, pg. 8, for customizing options)

- **Button A** = Brake
- **Button B** = Accelerate
- **Button C** = Activates Special Weapon

COMBAT CARS

THE MAIN MENU



Press **START** at the Title Screen to see the Main Menu. Press **D-◀▶** to highlight the menu item you want, then press **START**. When you select a player mode, you'll bypass the Options Menu and go directly to the Select Character Screen (see **Select Character**, pg. 9). If you select **Options**, you'll go to the Options Menu (see **Options**, pg. 7). The menu items are:

COMBAT CARS

1 Player Mode

Scorch the tracks against five ruthless competitors. Bang doors against five ruthless competitors. You must elude heat-seeking missiles, shotgun blasts, smoke, glue, oil slicks, and anti-auto mines. Your prize hungry opponents will do their worst to gain the winner's circle!

Hint: As you move up in track levels, the computer opponents become even more merciless, so dish out some punishment of your own before they come after you.

2 Player Team

Join forces with a buddy and dominate the tracks. They'll never know what hit 'em! Player 1 races in the top screen, and Player 2 uses the lower screen.

2 Player Head-to-Head

Prove your driving ability and challenge a friend to a furious head-to-head battle! Player 1 races in the top screen, and Player 2 uses the lower screen. The other four racers sit this one out.

Note: In a two-player game, Player 1 controls screen exits and screen continues.

COMBAT CARS

OPTIONS



The Options Screen lets you set-up your race the way you want. Press **D-Left/Right** to highlight one of these four options: **Controls**, **Difficulty**, **Music Test**, and **Exit**.

COMBAT CARS

Controls, Difficulty

Press **START** to cycle through choices in the following options:

- **Controls:** *Combat Cars* offers six different control button setups. When you move through the choices, these different setups are shown on your screen.
- **Difficulty:** Select **Easy**, **Medium**, or **Hard**. The prize money is higher when you race in the upper levels, so your money-hungry opponents become faster, nastier, and more aggressive.

Music Test

To listen to the game's high energy soundtrack:

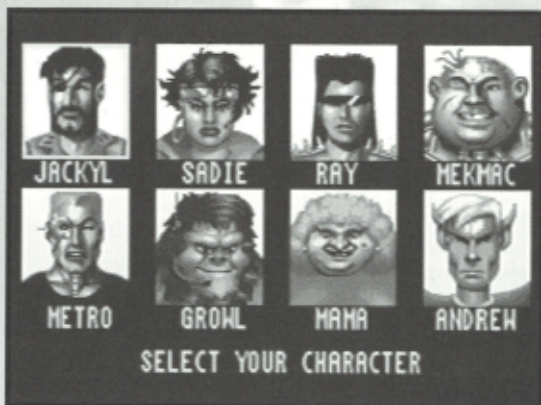
- 1 Press **Button A** or **C** to cycle through the 14 soundtracks.
- 2 Press **START** to listen to the selected music.

Exit

When you're finished making options changes, press **START** to see the Main Menu.

COMBAT CARS

SELECT CHARACTER



Once choose player mode from the Main Menu, the Select Character Screen will appear. It shows the game's eight characters. Press **D-▲/▼/◀/▶** to pick the character you want, then press **START** to see the Character Profile Screen.

COMBAT CARS

Here are descriptions of each character:



Character: Jackyl

Weapon: Oil Dumper

Jackyl led a mercenary gang until his troops kicked him out. Jackyl's iron-nail attitude and oil dumper makes him a fierce track fighter. His extensive military training developed his lightning fast reflexes and his cunning ability to come out of nowhere. Many tales are told of competitors who drove head-on into turn barriers because they were watching out for him in their rear view mirror. Racers may not see Jackyl during a race, but they'll sure feel his presence.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS

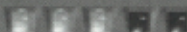
Character: Sadie Marks

Weapon: Glue Globbs



An expert at gluing competitors on the track, Sadie is intense and wild. Her car handles great where it really counts - in the turns. Her relentless nature is a result of many years spent as a pit crew grease monkey at the local race track. She realized her potential only after she hopped in a race car she was working on, joined the race in progress, and broke every track record. She really enjoys forcing other cars off the track and loves listening to their screeching tires and crunching fenders. Recently Sadie built her own racing machine and now often zooms by the competition.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS



Character: Ray

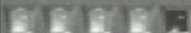
Weapon: Hydro Boost

Ray has extra boosting power for the tracks. An ex-gang war hero with a fast car, his driving is as aggressive as his fist fighting. His hydro powered car and bad attitude make him an unrelenting and merciless driver. He's never out of a race in his mind; he once drove past the entire field of racers on the final lap! However, his temperament often gets him in trouble. A local television reporter once asked him if he was happy with his second place finish, and Ray was definitely not! He ended up blowing all his prize money on a new camera, a new microphone and lawyer's fees.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS

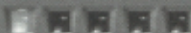


Character: Mekmac

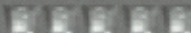
Weapon: Anti-Auto Mines

Mekmac is a vintage bomb collector who picked up a deal on surplus army mines. He has great skill and drives a metal beast packed with speed. Mekmac's appearance leads most of his fans to believe he's a happy-go-lucky, hamburger eating, all around swell cyborg. His serious competitors know him differently; he constantly proves he is as ruthless and fast as anyone. Mekmac's weight and advanced age often draws teasing and taunting from younger drivers, but he soon gets a huge laugh watching their cars fall to pieces from his surplus mines.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS



Character: Metro

Weapon: Power Shotgun

Metro, a cyborg battle unit built for Hyper Wars, rebelled to hit the hard road. He races a car he created - loaded with a power shotgun. Metro has no friends on the racing circuit. He speaks to no one, and his expression remains the same in victory or defeat. He considers himself superior to any human on or off the road. Drivers who see him in their rear view mirror usually swerve or skid due to the pinpoint accuracy of his 80mm power shotgun. Its blast brings opponents to a screeching halt. His car's great acceleration enables him to fly past the racers his powerful gun leaves behind.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS



Character: Growl

Weapon: Thick Smoke

An experienced 20 year racing veteran. His specially designed smoke weapon, developed on his home planet, leaves behind hacking and coughing opponents. Long ago, Growl manned a space junk transporter orbiting his home planet of Tordo. He spent most of his time floating through space, dreaming of high speed racing on the planet with the fastest racers in the galaxy, Earth. Fed up with collecting space trash, he set a course for the legendary planet. With an intimidating glare, an ear piercing growl, and the installation of his smoke weapon, Growl has been a force on the tracks for the past two decades. Although, to his frustration, his bad breath and foul odor make the victory podium a very lonely place.

CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS

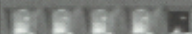


Character: Big Bad Mama

Weapon: Hydro Boost

A tire squealing, hydro boosting, five hundred pound junk food junkie who gave up game shows for racing glory. Big Bad Mama is one tough lady. She is a determined competitor who uses her hydro boost to zoom past losers toward the nearest 24-hour diner. Her diet consists of candy, cupcakes, donuts, and raspberry smothered cheesecake. She claims this special diet gives her the energy to keep her foot pedal to the floor. For inspiration, she imagines that there's an "all you can eat" donut shop in the winner's circle. Racers don't want to come between her, the finish line, or the food.

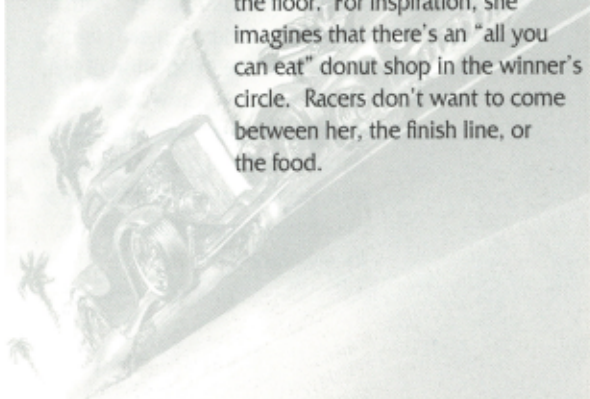
CAR HANDLING



TOP SPEED



ACCELERATION



COMBAT CARS



Character: Andrew Alien

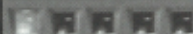
Weapon: Heat-Seeking Missile

Andrew Alien, a near genius, created the deadly MAD L500 heat missile for his Zephyr. Rivals will regret staying in his gun sights too long. Andrew is the most intelligent and influential being on his home planet, Costa. His importance to the people of his home planet makes it difficult for him to be away, so he commutes light years to Earth for each race. His incredibly high IQ makes it hard to communicate in a language that earthlings can understand, but he has no trouble communicating on the track. His car can accelerate and select its target with ease, so racers should get a big lead, or stay out of his way. Following one of his many victories, the crowd roared "Speech!" He muttered four words, "Don't call me Andy."

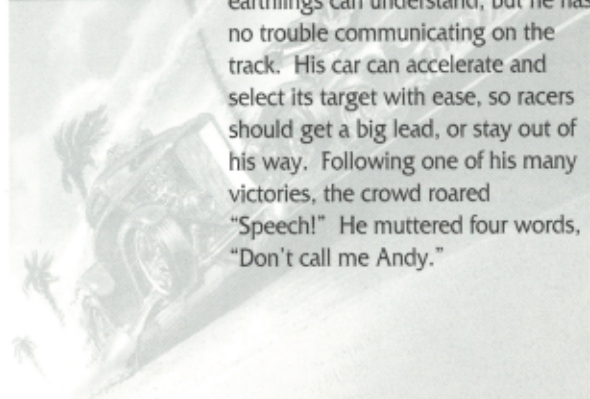
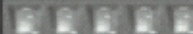
CAR HANDLING



TOP SPEED

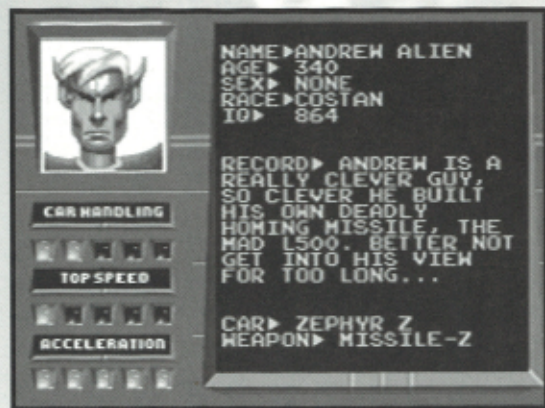


ACCELERATION



COMBAT CARS

CHARACTER PROFILE



This screen gives you background information on each character. Weapon, Car Handling, Top Speed, and Acceleration ratings are also shown; the ratings with the most yellow squares are the strongest. Read the character profile, then press **START** to go to the Pre-Race Screen.

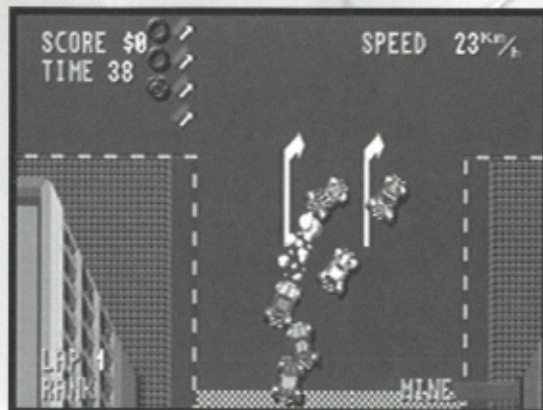
Hint: Keep the character's car ratings in mind when buying parts to improve your car's abilities.

COMBAT CARS

PRE-RACE

This screen lists the track type its Lap and Track Record and the name of the driver who holds the record. Take a good look at the time, then try to shatter it on the track. Press **START** to begin racing.

START YOUR ENGINES



Get ready to inflict some damage! The race will start after "Ready," "Set," "Go!" appears on screen. You will have an overhead view of the track and nearby opponents as you race. The following information is displayed to keep you updated on your car's status and performance:

COMBAT CARS

Score: You earn prize money every time you round a lap, and when you finish in the top three (see **Prize Money**, pg. 24). You can also gather money for the amount of Time shown at the end of the race (see **Time**, below). When you enter The Shop (see **The Shop**, pg. 22), use your winnings to replenish your car's weapon supply, buy new tires, or improve your engine's performance.

Time: Time is set by the length of each track. This will count down as you race, so finish each lap before it reaches zero— otherwise you'll be disqualified! Once you round the first, second and third lap, more time is added. When the race is over, your remaining time is multiplied by \$100 and added to your score.

Speed: Displays your cars speed in KPH (Kilometers Per Hour).

Lap: Displays the current lap (1 through 4).

Rank: Your position (1st through 6th) is displayed.

Weapon: The name of your car's weapon is shown along with a red bar graph. This bar graph goes down as you use the weapon. Every time you cross the starting line, your weapon supply is immediately refilled. If you don't use up all your weapons these old weapons are also added to your new supply.

COMBAT CARS

THE TRACKS

Race Results

When you've finished the final lap, your **Lap Time**, **Track Time**, and **Rank Bonus** are shown.

- **Lap Time** - The time of your final lap.
- **Track Time** - Your total time for all four laps.
- **Rank Bonus** - A dollar bonus based on your difficulty mode and your rank (see **Prize Money**, pg. 24).

If you cross the finish line in the first three places, you'll be on the Top Six Screen! The character's rank and overall times are displayed. "Retired" will be listed next to characters who couldn't handle the heat. Pressing **START** will bring you to The Shop (see **The Shop**, pg. 25) where you can upgrade your car before the next race. If you didn't finish in the top three, you'll go to the Top Ten Drivers Screen (see **Top Ten Drivers**, pg. 25).

Note: Be alert and aggressive! If you don't place in the top three, on any track level, you'll start from scratch on the first track of the first level— with no cash.

COMBAT CARS

THE SHOP



Go nuts with your prize money! Purchase upgraded tires, improve your engine performance, or enhance your car's weapon. When you enter, the Items Window will appear. It shows you four items, an **Information/Cost Window**, your **Score** (in dollars), and **Exit**. If you have enough money, you can purchase any of these items. Here are the four car upgrades you can choose from:

COMBAT CARS

- **Mega Tires:** Each upgrade increases your car's gripping abilities on the track.
- **Power Engine:** Each upgrade increases your car's overall top speed.
- **Turbo Charge:** Each upgrade enables your car to accelerate faster from a dead stop.
- **Special Power-Up:** Every upgrade increases your car's standard equipment weapon count.

To make a purchase:

- 1 Press **D-Left/Right** to highlight the item you want, then press **START**.
- 2 Press **START** again to make your choice.
- 3 Repeat steps 1 and 2 to buy more items.
- 4 When you're finished buying, choose **Exit**. Now press **START** and go the next track's Pre-Race Screen.

Information/Cost Window

This window gives you a highlighted item's description and price. It also asks you to finish choosing your item and lets you know if you can't buy this item.

COMBAT CARS

Score

Shows the money available for purchases.

Exit

Takes you to the next track's Pre-Race Screen (see **Pre-Race**, pg. 19).

PRIZE MONEY

The top three finishers of each lap/race earn the following prize money:

Difficulty Mode	Position	Lap Bonus	Final Rank Bonus
Easy	1	\$8,000	\$40,000
	2	\$4,000	\$20,000
	3	\$2,000	\$10,000
Medium	1	\$10,000	\$50,000
	2	\$5,000	\$30,000
	3	\$2,500	\$20,000
Hard	1	\$12,000	\$60,000
	2	\$6,000	\$40,000
	3	\$3,000	\$30,000

COMBAT CARS

TOP TEN DRIVERS

Can you cut it with the best? This screen will appear when you don't finish in the top three positions of any race. It will show you the names of the top ten prize money winners and their score (in dollars), then fade to the Title Screen. If your score makes the top ten, the screen will stay on, and let you enter your name. Here's how:

- 1 Press **D-▲/▼** to cycle through letters and numbers.
- 2 When the letter or number you want is displayed, press **D-▶** to move to the next space.
- 3 Repeat steps 1 and 2 to enter other letters or numbers.
- 4 Press **D-◀** to backup and fix mistakes.
- 5 When the name you want is complete, press **START** and go to the Title Screen.



WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that the 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 Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Standard Time) Monday through Friday. 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 (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your cartridge FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of purchase within the 90-day warranty period to: **Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129.**



After the 90-day period, a defective cartridge may be replaced in the United States for \$20 (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.)

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