SUPER SKIDMARKS™

INSTRUCTION MANUAL
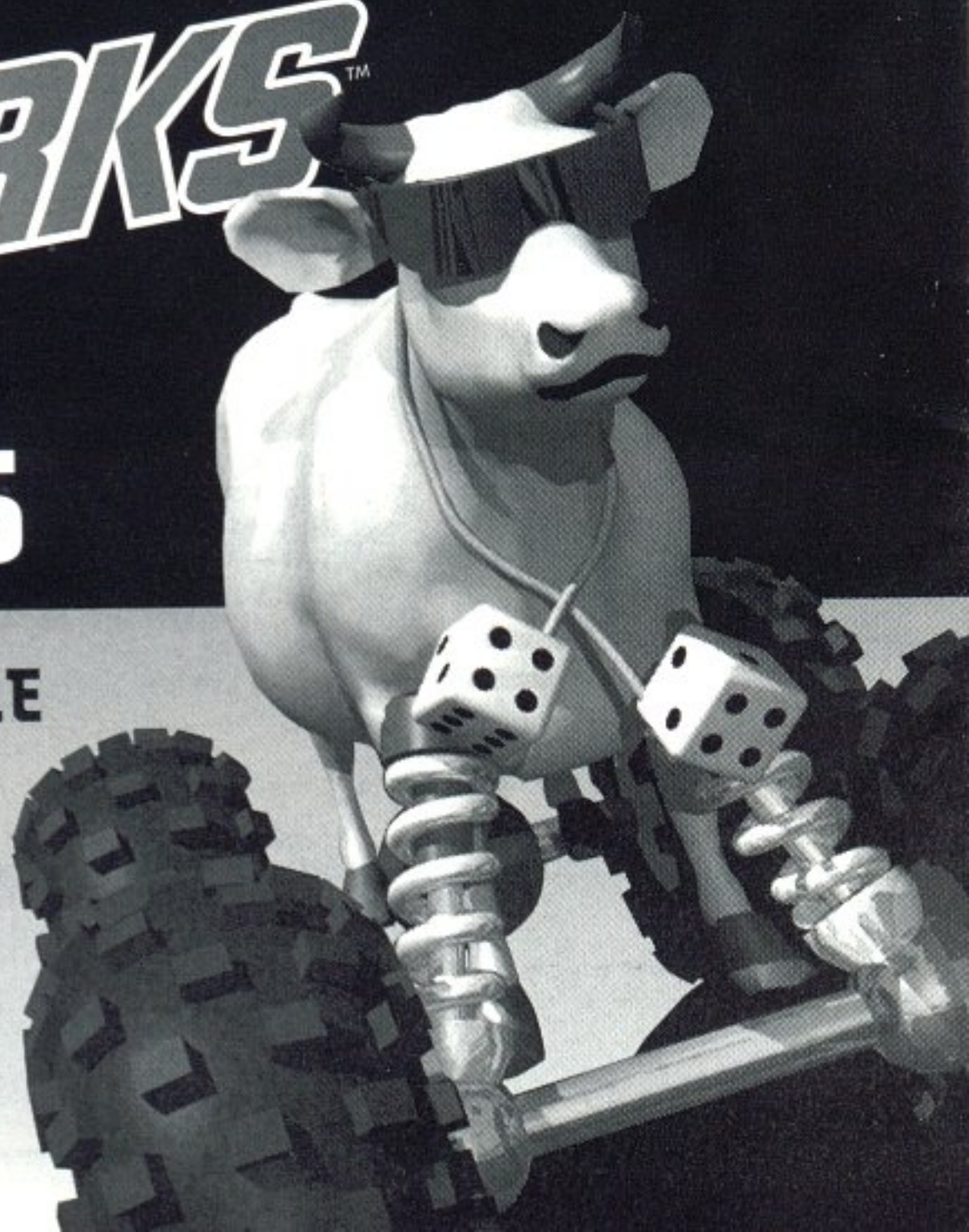
Codemasters

SUPER SKIDMARKS

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WELCOME TO SUPER SKIDMARKS

The Amiga smash hit rally game now brought to your Sega Mega Drive. It's all here, everything that made Super Skidmarks a hit on the Amiga and more. We've taken the time to expand on all aspects of the game, there's loads of tracks to race on, many vehicles to play with and tons of fun to be had.

OVERVIEW OF THE GAME

Players race a set number of laps of a track and are awarded points for their finishing positions. You can play Match Race and try out the different cars against each other, or even race them on different surface types. Alternatively, you can play 1 of the 4 starting leagues and race through 6 tracks in the hope of winning a league. Win on all 4 leagues and we've got even more waiting for you to try.....

MENU CONTROLS

Press **UP** and **DOWN** on the direction pad to move through the available options. When the chosen option is highlighted, press any button to select it.

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SUPER SKIDMARKS

GAME CONTROLS

The car controls are easy to grasp, but like all good games, the mastering of them takes time.

Left - Turns your car anti-clockwise.

Right - Turns your car clockwise.

A - Decelerate
B - Accelerate
C - Horn

Start - Pause / Unpause game

'**A**' button will override '**B**' button while racing.

REGISTER YOUR RIGHT TO RACE

Pressing any button on joypad 1 will take you to the registration screen. Here you have the chance to log-in up to four players for racing.

Pressing **START** will enable you to enter your name, whilst pressing any other button will give you a randomly chosen name.

Enter your name by using **UP** and **DOWN** on your direction pad to cycle through the alphabet and any other button to advance to the next letter.

RACE MENU

Once all players' names have been entered you can then choose which race mode to play, or go to the options menu to change race settings and enter passwords.

CHAMPIONSHIP LEAGUES

Choose a league and race against all the other vehicles through 6 tracks. Win a league and you will gain 25% of a password. Win all 4 leagues and you will have 100% of the password and will be ready to race in the Pro-Leagues.

To qualify for the next race in a league, players have to finish within certain positions. For the first 3 tracks of league a player must finish in the top four, after that a player must finish in first place.

LEAGUE BILLBOARDS

The first league billboard shows you which leagues you can play. The cars driving by on the road are the cars you will race with on that league. Use **LEFT** and **RIGHT** directions on your joypad to scroll through the available leagues. The cars will change accordingly. Press any button to select a league.

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LEAGUE RACE BILLBOARD

This billboard displays the track you are about to play, your names and league points.

Here, the cars are lined up on-screen in the reverse order of their overall league positions.

MATCH RACE

Play one-off tracks with a range of cars to choose from and a choice of 4 different racing track styles. Each track is randomly chosen for you out of a possible 12 tracks.

After each race you have the chance to change the track style you are playing and change the type of car you are racing.

MATCH RACE BILLBOARD

When on the Match Race billboard, each player can change the car they are racing by using the 'C' button on their controller. Select the tracks with the settings option on the menu.

Players can also change the vehicles speed settings from this option. The cars are lined up on-screen in the reverse order of the last race finishing positions.

MATCH RACE SPEED SETTINGS

At the start of the game only two speed settings are available.

DOHC (slow) and **TURBO** (medium). The highest speed setting **NITRO** is unavailable to players at the beginning of the game and is only available when all 4 Championship Leagues have been won.

OPTIONS

NO. OF LAPS
ENABLE/DISABLE LAP TIMES
DISPLAY MODE
ENTER PASSWORD

LAPS - You can play 4 laps, 8 laps or a monstrous 12 laps.

LAP TIMES - Each players' lap time will flash above their car when a lap is completed.

DISPLAY MODES - Depending on the number of players registered, you can split the screen into various window configurations.

SINGLE - 1 to 4 players.
If more than one player is racing then Super Skidmarks will enable the TIME-WARP facility. See TIME-WARP below for more details.

HORIZONTAL - 2 Players.
The screen is split into two horizontal windows. The top window is for player 1 and the bottom window for player 2.

VERTICAL - 2 Players.
The screen is split into two vertical windows. The left window is for player 1, and the right window for player 2.

SPLIT - 3 or 4 Players.
The screen is split both vertically and horizontally, giving 4 windows.

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The top left window for player 1, the top right window for player 2, the bottom left window for player 3, and the bottom right window for player 4.

TIME-WARP

When playing the single screen mode with more than one player, Super Skidmarks will turn on TIME-WARP.

The screen will centre on the leading human controlled vehicle. Any players who can't keep up will eventually disappear off the edge of the screen. When this happens the player will be warped back on to the screen, behind the position of the leading human vehicle.

The warped car will then be invulnerable for a few moments to allow the player to become orientated to the new direction.

The warped player will receive a time penalty, which is added to their race time and is flashed above their car.

PASSWORD

Enter any passwords you have earned. Use **UP** and **DOWN** to cycle through the letters of the alphabet and any button to advance to next letter.

RACE RESULTS

This is the table showing the finishing positions of all cars, their points and any warps given to them in the single-screen mode. The best lap time will flash below the car which earned it and an extra point will be awarded to that player.

POINTS TABLE

1st place	- 5 points
2nd place	- 3 points
3rd place	- 2 points
4th place	- 1 point
Best lap time	- 1 point.

BOVINE WARRIOR LEAGUE
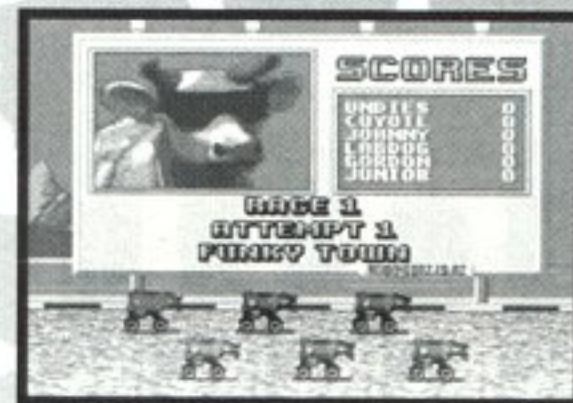
Yes, they are in there, but can you reach them? The maddest racing experience ever will be yours, if you can...........

Credits:

Design & Development -	**Acid Software**	Graphics -	**Rodney Smith**
Programming -	**Andrew Blackbourn**	Engineer -	**Simon Armstrong**

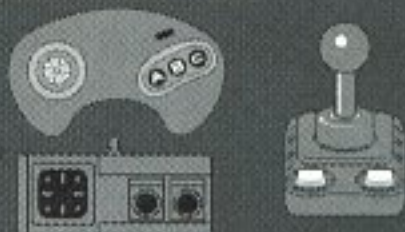|	
Project Management -	**Graham Rigby**
Coordination -	**Steve Holley**
Music & Sound -	**Tim Bartlett**
Packaging -	**Dave Alcock, Liz Darling**
Production -	**Pat Stanley**
Quality Assurance -	**Jason Walker, Paul Jones, Ben Hostler, Jared Brown, Amarjit Bilkhu, Spencer Cummins, Andrew Copland, Paul Cotton, Rachel Butler, Claire Cave, James Penny**

This game is on a J-Cart, the world's first four-player game cartridge! Complete with two additional joypad connectors, you can play simultaneous four-player games **– no adapter required.**

J-CART™

JOYPAD CARTRIDGE