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FINAL LAP TWIN™



Thank You

...for Buying this Advanced TurboChip Game Card, "Final Lap Twin."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1. Be sure power is turned off when changing game cards.
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not forcibly bend your TurboChip game cards.
4. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

*Any duplication, copying or rental of this software is strictly prohibited.

Inserting the TurboChip Game Card

1. Remove the TurboChip game card from its plastic case.
2. Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3. Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4. The title screen of your particular TurboChip game card should appear on your television.

Welcome to the Fast Lane!

Fasten your seat belt and get ready for "TurboCharged" racing action. Final Lap Twin offers the most realistic video-racing ever. Plus a special racing adventure that pits you against a way-out gang of "Baby Four-Wheel-Drive Warriors."

Begin by choosing your car. Then take on an array of different courses in V8 and V10 grand-prix style racers. Change gears, negotiate hairpin turns, watch out for zig-zags and let it all hang out in the straight-aways. Race against the computer or race against a friend in this high-speed game of driving skill. In Final Lap Twin, the goal is to leave your opponent behind—it's winner take all!

Object of the Game

Finish within the top six of each race and score points along the way.

Note: For more than one player, a TurboTap Accessory and an additional TurboPad Controller are required. These items should be available from the same location where your TurboGrafx-16 System was purchased.

Starting the Game

Before the race begins, select the racing mode, options within that mode, type of car (automatic or manual transmission) and type of engine (V8 or V10). Use the Direction Key to indicate your selections, and use Button I to enter your choices.

Selecting a Racing Mode

Final Lap Twin offers three racing modes: "1 Player," "2 Player" and "QUEST." From the title screen, select one of these modes, and the option you prefer within that mode:

1 PLAYER
In this mode, practice racing by yourself ("Test"), or against the computer (Grand Prix or "GP" for short). Four options are available within this mode:

F3000 GP Select one of the 4 F3000 Class cars and compete in a total of 8 Grand Prix races.

F3000 TEST A one-lap test with one of the F3000 Class machines.

F-1 GP Select one of the F-1 Class cars and compete in a total of 16 races.

F-1 TEST A one-lap test with one of the F-1 Class machines.

2 PLAYERS
In this mode, compete against a friend using a TurboTap Accessory and an additional TurboPad Controller. The "Match" option is a direct competition, and the "GP" option is a competition for rank.

F3000 GP Each player selects one of the 4 F3000 Class cars and competes for rank in 8 races.

F3000 MATCH A showdown between you and a friend using F3000 Class cars.

F-1 GP You and a friend compete in 16 races. The ultimate racing challenge!

F-1 MATCH A showdown between you and a friend using 4 F-1 machines.

QUEST

Pit your skills and mind against Four-Wheel-Drive Warriors from around the world. See "QUEST" section of this booklet for playing instructions.

Entering Your Name
At the Name Entry Screen, use the Direction Key to move the cursor and Button I to enter your choice. If you make a mistake, use BACK or Button II to erase it. Select NEXT to move the cursor to the right, and select END when you are finished.

SELECTING A CAR

F3000 GP Mode After you have selected a mode and entered your name, the Car Selection Screen appears.

There are four types of cars, each having either AUTO or MANUAL transmission and V8 or V10 engines. To select your car, use the Direction Key to move the cursor, and Button I to enter your choice.

"AUTO" and "MANUAL" If you have an automatic transmission (AUTO), you do not have to shift the gears. If you have a manual transmission (MANUAL), you must shift the three gears of the car manually. Try starting out with AUTO and then switch to MANUAL once you have gotten used to driving your car.

"V8" and "V10" "V8" and "V10" refer to the number of cylinders in your car. The V8 engine is good for acceleration and the V10 engine is good for high-speed racing. The V8 engine is appropriate for courses with many corners and the V10 is good for courses with long straightaways.

F-1 GP Mode In this mode, car selection is the same as in the F3000 GP mode. The choices are AUTO, MANUAL, V10 and V12. These cars, however, are more high-powered and can race at faster speeds. More advanced racing techniques are necessary!

Selecting TEST or MATCH

TEST
"TEST" allows you to make a one-lap trial after selecting your car and the course. Since your opponent's car does not appear on the course, this is a good chance to practice driving techniques (braking, shifting, steering, etc.).

1 Select F3000 or F-1 TEST.

2 Enter your name.

3 For course selection, use the Select switch or Button II to go to the next screen. Use the Direction Key to move the cursor and use the RUN Button or Button I to enter your selection.

4 Select your car. (The types of cars are the same as those for "Grand Prix").

5 When the race is over, your time is displayed.

MATCH
In "MATCH," you determine the number of races you and your opponent will run. The one with the most victories is the winner. Winning races does not depend on the number of points you receive—the player who is first to cross the finish line wins the race.

1 Select F3000 or F-1 MATCH.

2 Determine how many races will be in the MATCH.

3 Enter your name.

4 Select your car (the types of cars are the same as those for "Grand Prix").

5 After the match, the results of each race and the overall results are displayed.

Operating Controls

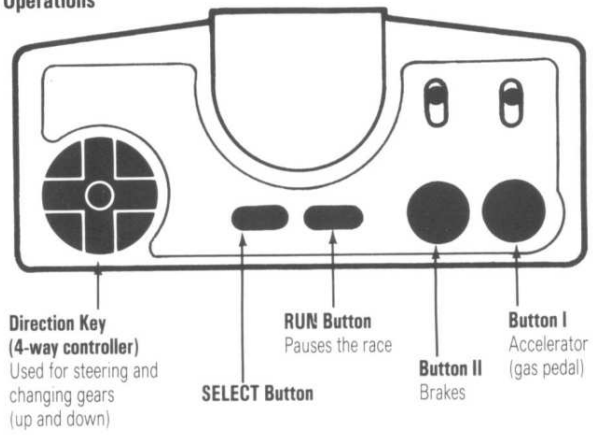
Pausing the Game
During any race, the game may be paused by pressing the RUN Button.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

Note: Remember that in Final Lap Twin, "Pause" and "Reset" will affect all players' cars!

Operating Your Car
Your car operates by controlling the accelerator, brakes, steering and gearshift. To operate your car effectively, you must master basic TurboPad operation.

TurboPad Operations



Screen Displays

Data displayed on the left side of the racing screen is for player one (1P). Data displayed on the right is for player two or the computer (2P).

Rank
Your current rank is displayed.

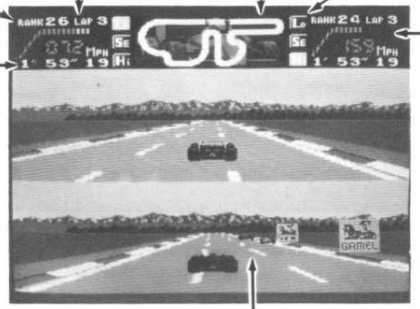
Lap
The number of laps remaining in the race.

Course Map
Shows your car's position. Player one is green. Player two is red.

Gear
Lo = Low, Se = Second, Hi = High

Tachometer
Engine RPMs ("revolutions per minute"). Use this to determine when to shift.

Time
The time remaining in the lap.



Race Screen
Player one is above and player two is below. The number above the car indicates its current rank. The ranking number will appear in yellow when you are passing another car (or when you are passed!). The ranking number is red when you are in the prize-winning range (sixth through first place).

Course Techniques

There are twenty race-course circuits in Final Lap Twin. Each course demands different driving techniques. Some of the basics are listed below.

As you rush towards the first corner, keep to the inside to avoid spinning out.

End of the Straight-away
Although this is not an exceptionally tight corner, you should let up on the accelerator to avoid spinning out.

Hairpin Curve
Brake gently and steer the car toward the inside of the curve. Accelerate as you move from the inside of the track to the outside.

S-curve
Let up slightly on the accelerator and keep to the inside at all times.

Zigzag
Be sure to watch the signboards for this type of sharp corner. Try to "cut back" a little early after your first turn. Be careful when pressing and releasing the accelerator.

How to Read the Arrow Signs
Before each corner or curve, there are signs indicating direction. The sharpness of the corner is indicated by the number of signs. One sign indicates a gradual, high-speed corner. Three signs, a fairly sharp corner. Six signs, a very sharp corner.

Quest Mode

Get Ready for an All-new Racing Adventure
You are about to enter the Baby Four-Wheel-Drive Race!

In this rock-'em, sock-'em adventure, your job is to defeat a gang of Baby Four-Wheel-Drive Warriors from across the land. Your goal is to become the world Baby Four-Wheel-Drive Champion!

But first, your father and sister send you on a training mission. It is vital to learn what you can in the strange land that you encounter! Watch out! Your enemies have already heard about you and may pounce on you. Be ready to prove your driving skills at any time!

Object of the Adventure
Win races against the Baby Four-Wheel-Drive Warriors and collect prize money. Use this money to upgrade your car.

Be Sure to Gather Information
When you first set out on your training mission, you are not really sure why you are going. Listen to what people are saying wherever you go. Also be sure to investigate even the most unlikely places. Useful information and valuable "power up" items may appear!

Upgrade Your Car Carefully
Baby Four-Wheel-Drive cars consist of a body, a battery, a motor, tires and wing. While numbers indicate the performance of each part, you should upgrade your entire car. Don't try to use one expensive part to increase overall performance.

Using the Quest Mode

At the Mode Selection Screen, select START if you are starting the game from the beginning, or CONTINUE if you want to continue the game from the previous round. Then, press Button I.

START
To begin, enter your name using up to 4 letters. Use the Direction Key to move the cursor and Button I to enter your choices. Correct mistakes with Button II or by selecting "Erase." When you are finished, select "End."

CONTINUE
During the game, if you return to "Beppunoyu," your home, your big sister will offer you some words of encouragement. You can memorize these and then continue play from the same point. Enter your sister's advice in the same way you entered your name.

Operating the Controls in the Map Mode
You can move around the map by using the Direction Key. While moving, pressing Button I will make the Command Window appear. Select a command with the Direction Key and use Button I to enter your choice. Cancel commands with Button II.

COMMANDS

Investigate Investigate what is at your feet. You may find some important piece of information or some awesome item.

Move If you use this command when you are carrying the "transport box," you can be instantly transported to any street you have already visited. A list of the streets will be displayed. Use the Direction Key to select a street, and Button I to enter your choice.

Map
With this command, you can see the whole area at once if you have a map. If you have a compass, your position will be indicated with a star *.

Using The Quest Mode

Assemble Car
This command is used to tune up your car or to change modes. It is also used to look at the "items" you have collected and your money.

The part numbers shown change to correspond to the parts you use when tuning up your car. The higher the number, the better the "item."

CHANGING PARTS MODE

Body Makes it easier to escape your enemies.

Battery Increases the amount of time you can use "Turbo" (during the race, press the Direction Key upwards).

Tires Increase your traction and improve your cornering speed.

Motor Increases your maximum speed.

Wings Improve your ability to jump and increase the duration of your flights.

Mode Changes the method of competition in the race. There are two modes—"Operation Mode" and "Observation Mode." "Battery Turbo" can be used in the Observation Mode.

Changing Parts
Move the cursor to the part you want to change and press Button I (a window will be displayed at the upper right. Parts exchange takes place in this window).

Map Screen

As you walk across the map screen, you will come to streets, shrines, friends' houses and other buildings. Be careful not to overlook anything as you walk along.

Watch for additional chances to charge your battery and take free test laps around different race courses!

Parts Shop
Motors, tires, batteries, wings, bodies, etc. are sold here. You can also trade in parts you no longer need!

Throughout the area there are Baby Four-Wheel-Drive Warriors awaiting your challenge. Once you increase your power, challenge them!

A number of hints are hidden along the way. If you see something strange, investigate it! You may make some surprising discoveries.

Playing Tips

The most important rule of racing is learning the courses. Memorize where the hairpin turns are and where other off-road hazards appear to avoid collisions and spin-outs that can delay your race time.

Practice your racing skills with automatic cars before racing with the manual transmissions. Extra talent in shifting is required to master the manual racers, so be sure you know the basics of driving before taking on the higher-powered cars. Be careful not to hit the pad up and down when moving right or left or you may unknowingly shift into a lower gear in the middle of the race!

In the QUEST mode, it is generally a good idea to stay close to home and beat the lesser opponents before voyaging to other cities. Take the money that you can receive from beating them and power-up your car as high as you can in the shop. This will help you have a more even race when you go against the more advanced opponents with bigger cars.

If you and the opponent are neck-and-neck, don't forget that you have the option to "Turbo-Boost" to higher speeds for a limited amount of time.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

NEC TurboChip™ 90-Day Limited Warranty

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This product is warranted for 90 days from the date of the first consumer purchase.

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   b) repair or attempted repair by anyone not authorized by NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (708) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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2. Any other damages, whether incidental, consequential or otherwise.

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