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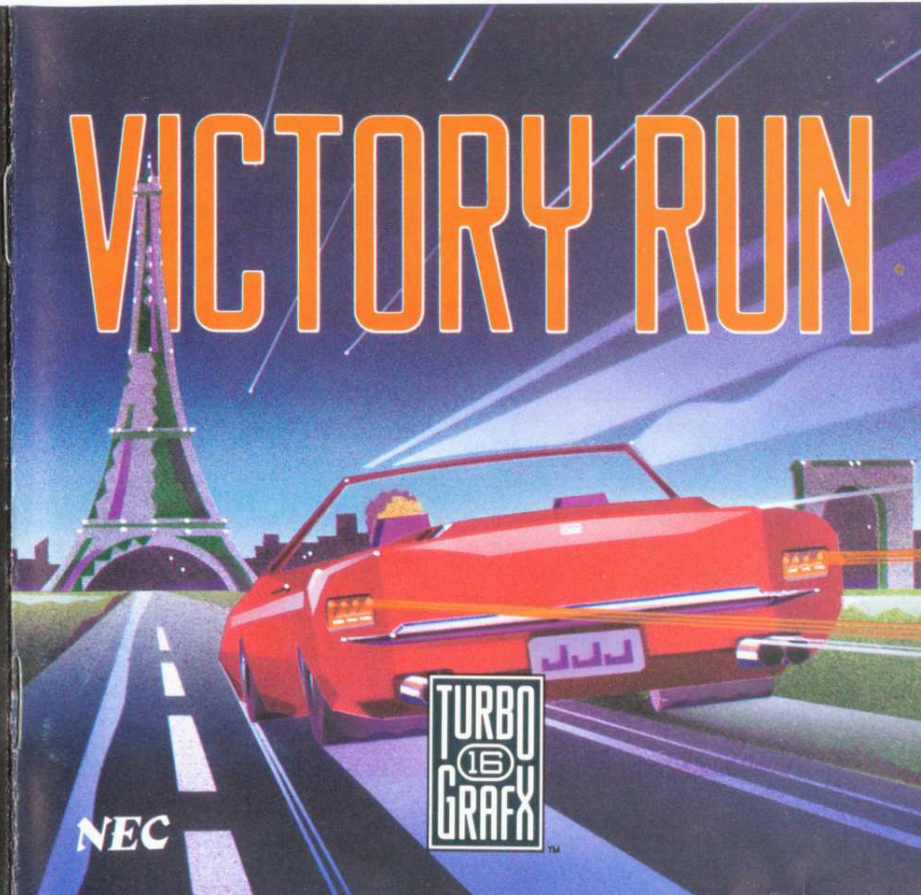
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1255 Michael Drive
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TGM014789150M

# VICTORY RUN



## Thank You

**...for Buying this Advanced TurboChip Game Card, "Victory Run."**

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.

**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.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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## 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 TurboChip 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 game card should appear on your television.

**Drivers Start Your Engines!**

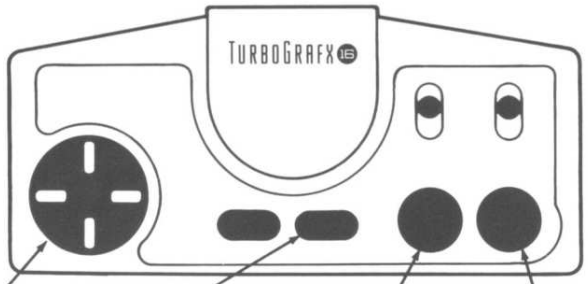
Victory Run recreates the thrill of the rugged Paris to Dakar road rally. Negotiate the unpredictable French countryside. Conquer the Sahara. Change gears. Increase engine speed. Replace damaged parts. The perfect union of man and machine, Victory Run matches physical strength with intelligence for the most challenging road race ever.

**Object of the Game**

Complete the 13,000 kilometer course (8,073 miles) in the best time possible. Eight different stages must be cleared to finish the race before your time limit expires. Your ranking is based on total time used to complete the course.

## Operating Controls

### Pad Operation




**4-Way Controller (Direction Key)**
Command screen:
Character and parts selection

Operating screen:
Gear shift (up and down)
Steering (left and right)

**Run**
Start Play
Command entry

**Button II**
Command screen:
Cancel

Operating screen:
Brake

**Button I**
Command screen:
Select characters and parts

Operating screen:
Accelerator



## Starting the Game

**Press the RUN Button**
This starts the game from the title screen. Driver registration and parts selection take place at this time.

**Driver Registration**
Select the appropriate letters (characters) with the direction key and enter them with Button I. Enter up to 3 letters, then press the RUN button to set. (Use Button II to cancel out entries.)

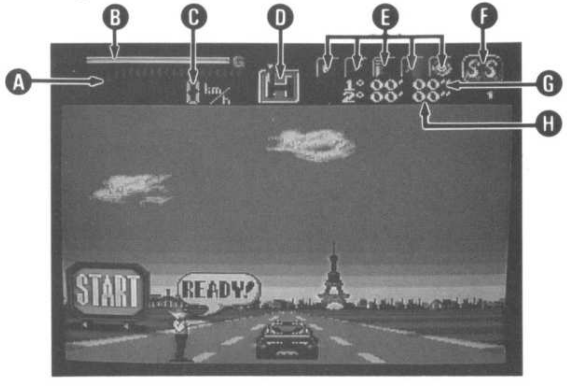
**Parts Selection**
Prior to play, you can select replacement parts to use after each phase of the race. You are given twenty replacement part selections at the beginning of this mode. The five parts of the car that can be repaired include: Tires, Gears, Engine, Suspension and Brakes. Move the arrow with the direction key to choose which replacement parts to add to your stock-pile, and set your entry with Button I. Once all of your choices have been made, press the RUN button to begin play. Delete replacement parts from each category by pressing Button II.

**Pausing the Game**
During play, press the RUN button to pause.

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

## Victory Run Screen Displays

The condition of the car is displayed at the top of the screen throughout the race.




- **A Tachometer**
- **B Position**
  Shows the position of your car on the course.
- **C Speedometer**
- **D Gearshift** (with current stick position highlighted)
- **E Parts condition**
  Shows wear and tear on all parts.
- **F Stage number**
- **G Reserve time**
  You begin the race with this time in reserve. Whenever you complete one leg of the course with time to spare, that time is added to the reserve time. If this clock runs down completely, you must retire and the game ends.
- **H Stage time**
  Each stage runs within this time limit. If you exceed this, you will switch to your reserve time clock.



## Clearing Stages

The stage is cleared by completing the distance with the time remaining in your stage time or, if you exceed that, in your reserve time.




- **A Map**
  Displays current position.
- **B Parts condition**
  Shows wear and tear on parts.
- **C Timetable**
  Set stage time.
- **D Your time**
  Your car's time (how long it took you to complete the race).
- **E Time Limit**
  Total allowed time for that stage (positive when the time limit is within the set time, and negative when it is over the set time).
- **F Ranking**
  Ranking by time is displayed.

## Replacing Parts

Parts are replaced at the Stage Clear Screen. The condition of the parts is indicated by color, as follows: Blue/OK; Green/Minor Trouble; Yellow/Trouble; and Red/Broken.



**Tires** When tires go bad, their grip on the road surface deteriorates. This gives rise to handling problems which cause the car to slip and spin on corners.



**Gears** Repeated rough gear changing causes wear and tear. This causes problems such as the inability to shift into a higher or lower gear.



**Suspension** Jumping off steep hills and going off course will cause wear and tear to the suspension. This will slow you down when you drive fast over sand or rocks.



**Brakes** Deteriorate due to repeated fast braking.



**Engine** Breaks down when run continuously at high speeds.



## Ending the Race

The race is over when all 8 stages have been cleared, or your vehicle has become inoperable. Ranking based on total time is displayed.

### Early Retirement

If the set stage time is exceeded, negative calculations appear in red. At the same time, the time limit begins to decrease (when it reaches zero, the game is over).

### Basic Rally Driving Techniques

A rally is different from races run on prepared surfaces. In a rally you must drive under varying conditions such as deserts, savannahs and on beaches. Because of this, here are some points on how to drive on various surfaces in order to shorten your time.

### Up and Down Driving

If you drive too fast up a sloped road, the car will jump. This makes the speed drop and causes premature deterioration of the suspension and tires, so brake slightly before the crest of a hill.

### Driving on Deserts and Savannahs

Developing a good gear-changing technique is a decisive factor here. If the engine speed is too high initially, you will get stuck (the tires will spin). Sometimes being in a gear above third causes the speed to drop. Road conditions vary in the different stages, and you must pay careful attention to shifting and braking as well as to speed.

## Additional Playing Tips

During the Parts Selection screen, be sure to choose the replacement parts that you feel will be necessary later in the race. Also, make sure that you have at least a couple of spare parts for each of the different categories or you may find yourself in retirement with a broken-down car!

Don't always keep the pedal to the metal! Since this is a rally race, it is necessary to slow down in certain areas. Don't be afraid to lay off the accelerator to reduce your speed if you need to get around a hairpin curve or another vehicle. Only use the brakes in emergencies!

Learn the road! Memorize the patterns of the race. While the cars won't be in the same places the curves and hills will be identical from game to game. Make sure you know where to slow down and where to punch it!

Try to build up your reserve time early in the race by completing each stage in the time allotted. This will provide you with more time to learn the later and more difficult rounds of play.

Watch your speedometer to learn when the best times to shift are. Don't get caught revving your engine too high in first or second gear when you should be in third or fourth. Shifting gears is an integral part of Victory Run—mastering the gear-changing technique is crucial to winning the race!

Call TurboTeam at (312) 860-3648 for game tips.



## NEC TurboChip™ Game Card 90-Day Limited Warranty

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2. Damage, deterioration or malfunction resulting from:
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   b) repair or attempted repair by anyone not authorized by NECHE;
   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 (312) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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