HOW TO PLAY MICRO MACHINES® Micro Machines® is a racing game where you get to race 9 different Micro Machines® on 32 different tracks, each in 9 different environments. There are 3 different characters to compete against, each with his own skill level and character.

MICRO MACHINES® CHALLENGE (the one player game) As long as you keep winning you will race against all eleven characters on progressively more difficult tracks. This idea is to knock out every one of the characters until you become the Micro Machines Champion. In the two player games you can race against a friend or a partner and defend one at a time. There are only two laps on the track at a time and the race is over after eight laps of the course.

CHOOSING YOUR CHARACTER After selecting the Micro Machines® Challenge, you have to select the character you want to use for the whole challenge. Pressing LEFT or RIGHT on the control pad will move you through the characters. Press SELECT to choose a particular character. Then press START to continue...

QUALIFIER RACE The first race is a qualifier where you get the chance to perfect your racing skills in the bathtub.

which Micro Machine® vehicle you both want to use and then race. In the TOURNOUENT you both race a random selection of Micro Machines® in their environments one after the other.

SCORES The scores and ratings on the Results Screen are affected by the results of the TOURNAMENT games and will not be altered unless the console is turned off (reset won't affect it).

This means that you can make up

INTRODUCING THE MICRO MACHINES® Each type of Micro Machines® vehicle has its own special environment with its own hazards and features.

CONTROLLING PARTS OF THE JOYPAD

LEFT/RIGHT: Using left and right will turn your vehicle antitclockwise or clockwise. It doesn't matter whether your vehicle is pointing up or down. You can practise this in the qualifier race in the Micro Machines Challenge.

A BUTTON - (Accelerate) Holding down A will make you accelerate and till you reach full speed.

B BUTTON - (Brake/Reverse) If you are moving forward the B button will slow you down. If you have already stopped then this button will reverse.

A+B BUTTON - Used only in the Tournaent level, the A+B button will fire a shell.

START - Press START to pause and unpause the game.

Playing Micro Machines® Two Player Game With players must first choose which character they want to be. Player One has first pick and each player uses their own controller. You make your selection with BUTTON A. Next you must choose if you want to play a SINGLE RACE or a TOURNAMENT. In the SINGLE RACE game you choose...

THE RULES OF THE MICRO MACHINES® CHALLENGE In the Micro Machines® Challenge you get to race all the different Micro Machines® in their own individual environments, building up your collection of Micro Machines®. In your display case at the beginning of each race. During the race the car carrier is shown in the top left hand corner of the screen as a column of coloured dots representing the colours of the cars. The race lasts for 8 laps. FIRST or SECOND place in a race means you qualify for the next race on a different track with a different vehicle. THIRD or FOURTH place means you lose a chance and have to race the same track again. You start with three chances, and if you lose them all then it's GAME OVER!

Playing Micro Machines® Two Player Game With players must first choose which character they want to be. Player One has first pick and each player uses their own controller. You make your selection with BUTTON A. Next you must choose if you want to play a SINGLE RACE or a TOURNAMENT. In the SINGLE RACE game you choose...

HANDBACKING If one of you is a lot quicker and more experienced than the other then choosing Annie, Mike or Walter will handicap that player in the two player game to give the other player a fighting chance. Annie has a tight handicap. Mike has a big handicap. Walter has a large handicap.

Competition for more than two players If each player sticks to one character and then you play a series of SINGLE RACE two player games.

HOW TO WIN THE TWO PLAYER GAME Eight coloured lights are shown at the top left corner of the screen. At the start of the game each player will see four of the lights are the same colour as each other

ROAD WARRIORS We move to the garage floor for the race - you've got to be a great driver to compensate for the tricky handling of these road going Micro Machines.

Four By Fours These Micro Machines® do their thing in the bathtub, where they have to contend with a whirlpool over the pool hole, discarded shampoo bottles, rubber ducks and many more hazardous bathtub objects.

CHOPPERS These flying Micro Machines® can take a while to get used to. Be careful not to fly wide of the corner or be blown off course by the fan heater.

TURBO WHEELS® The setting for the incredible bouncing bumpy race is the sandbox in the yard. Ride your Bike or sand car, where there are no means and bridges - just watch out for the show!
CREDITS
GAME DESIGN
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PROGRAMMING
Andrew Graham
& Jon Mansfield
GRAPHICS
Paul Bennett
& Stuart Graham
MATT GREY
& Nick Price
ART MANAGER
Shane Grogan
PROJECT MANAGER
Paul Bennet
PRODUCTION
Stewart Ragon
& Pat Stanley

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IMPORTANT PRECAUTIONS
We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the TV.

DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game - use benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are too hot or too cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR Projection TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, such as a game in a pause mode.

Cameras will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

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Camerica Limited Inc. ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase.

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Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or course of trade are all expressly disclaimed.

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Camerica Ltd Inc., 3415 14™ Avenue, Markham, Ontario, L3R 4A1, Canada - Tel (416) 470-2791.

FCC INFORMATION
The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions:

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Re-orient or relocate the receiving antenna.
2. Increase the separation between the equipment and the receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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CAMERICA GAMES

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DIZKY

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Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks. Your adventure begins in front of Dizzy's treehouse high above the forest floor. Good Luck!