

**COLLECTOR
VISION
Games**

Guide No. 099209

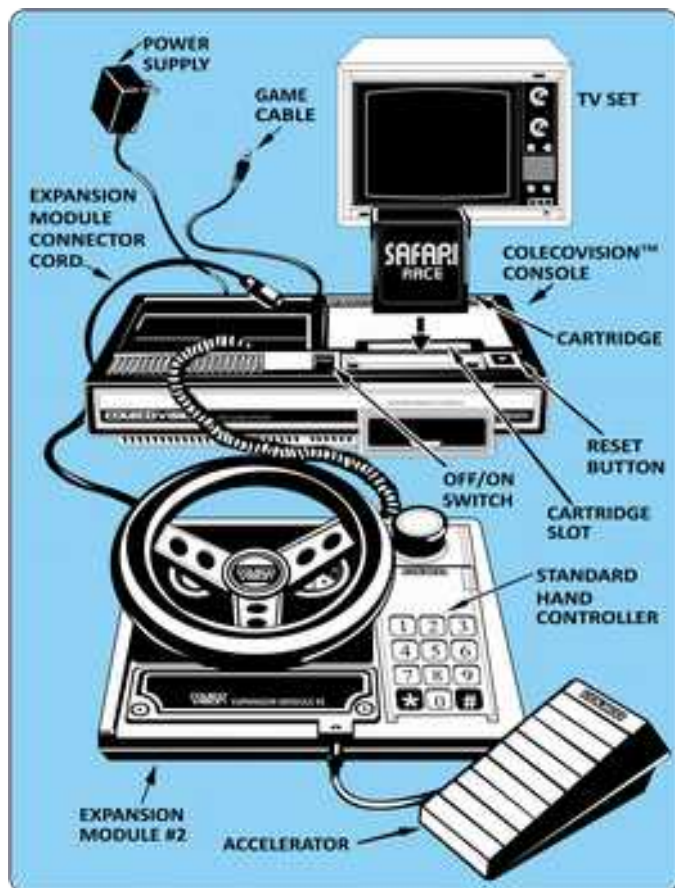
CARTRIDGE
INSTRUCTIONS

SAFARI RACE



On the vast savanna plain, the SAFARI RACE has just gotten under way. Keep running at speed, passing other cars while avoiding various wild animals that cross the road.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Use Control Stick to move left and right. Push the stick up to increase speed in low gear and push it down to accelerate in high gear.

Press the left Side Button to brake, and the right Side Button to horn.

If using the steering wheel to control this game, just turn the wheel in any direction so the game automatically selects it for control. The gas pedal accelerates, and depressing it automatically brakes the car.

GAME DESCRIPTION

On the vast savanna plain, the SAFARI RACE has just gotten under way. Keep running at speed, passing other cars while avoiding various wild animals that cross the road.

Drive fast, ever onward, taking into consideration the limited time, fuel consumption and dangerous sharp curves. Pass through the check points.

Don't forget to replenish your fuel and beware of the limited remaining time. Run your car at full throttle towards the goal with the engine operating at its maximum capacity.

HERE'S HOW TO PLAY



Start your driving in low gear. Shift into high gear at 80 km/h for top acceleration. Keep running at full speed while avoiding animals, rocks and other cars on your right and left.

Also beware of the centrifugal force effect when taking sharp curves. Coming into contact with the curb will result in time losses.

This is a thrill-packed race game that allows you to experience fantastically realistic play by driving at high speed with the aim of reaching the goal while avoiding obstacles, and constantly fighting a battle with the limited time available and your car's fuel supply.

Maneuver cars by using the Control Stick. Cars can be maneuvered in the right and left directions. Acceleration up to 80km/h is possible by using the low gear. Further acceleration to attain speeds from 80~300 km/h is possible by using the high gear.

Pressing the BRAKE button allows for a rapid deceleration or a sudden stop, and pressing the HORN button gives a vivid touch of realism to the car.

The race distance is divided into 3 sections, i.e., the first section – 1,000 km, the second section – 2,000 km and the third section – 3,000 km. At the end of the first two sections, there is “the first check point” and “the second check point”, respectively, and at the end of the third section, the “goal”.

If you fail to clear any of the 3 sections within their respective time limits of 5 hours (5:00), 9 hours (9:00) and 13 hours (13:00), TIME OVER appears on the screen.

The player's car is obstructed by elephants, rhinoceroses, leopards, impalas, lions, rocks and other cars. When crashing into

these obstacles, a car's tire will go flat and the race will restart after replacing the punctured tire. The number of spare tires allowed for each section is 4. Crashing 5 times will result in RE-TIRE and GAME OVER appearing on the screen.

The faster the car speed is, the more rapidly the fuel will be consumed. Accordingly, the slower the car speed is, the more slowly the fuel will be consumed. Unavailability of fuel will result in GAME OVER appearing on the screen.

Fuel can be replenished by stopping the car at a gas station. There is always a sign before each gas station, so be sure to slow down so as not to carelessly pass it by.

When the car crashes into the curb on either side of the road, the car will rapidly slow down, and during this period scoring will cease.

SCORE

Driving as fast as possible while at the same time avoiding all of the obstacles earns you high points.

50 points per each remaining minute (section's time limit minus your time) at every check point will be added to your score as BONUS points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Safari Race™, but it is only the beginning! You will find that this cartridge is full of special features that make Safari Race™ exciting every time you play. Experiment with different techniques and enjoy the game!

TRIVIA

Safari Race was developed by Sega in 1984. The game is notable for using licensed cars, potentially the first video game to do so. The player controls a Lancia Stratos HF, and according to the box art, some of the rival cars are Audi Quattros. The Lancia Stratos would receive greater video game recognition in Sega's later creation Sega Rally Championship.

CREDITS

Original game ©1984 Sega, All Rights Reserved.

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