Mansell - A Brief History

Nigel Mansell, in common with many of today's racing greats, began his racing career in Go-Carts. From the beginning his determination to win was clearly evident and victories were not long in coming. It was in 1975 when he first started competing in the Challenge Cup, which was held at Silverstone, England. Aged 16, he was entered in a Formula Ford race with a 1800cc engine and finished third.

In 1977, however, Nigel suffered a serious setback when he broke his leg in a testing accident and could not compete in the next few races. This did not deter him, however, and after his recovery he returned to Formula Ford with renewed enthusiasm. "It was a good thing," he says, "I was very pleased. No, I was delighted."

Still his ambitions drove him on, and he continued to push himself. Despite having won the Formula Ford Championship, the next step was to Formula Three. This proved to be a steep challenge, with both Nigel and his family having to make sacrifices to continue.

In 1978, however, Nigel's perseverance paid off. He was entered in a Formula One race and finished second. This proved to be a fruitless search. Nigel takes up the story: "We were told that the beginning of the 1978 season that if we weren't prepared to back ourselves there was no reason why a sponsor should."

He prepared himself to the point where I was ready to do anything to make the money. When you are in that sort of situation you have to do something pretty extreme and that's precisely what we did. We sold our apartment. This was one risk, however, that didn't pay off. Nigel, however, managed to pay for his first car with a factory March race, having been assured that sponsorship was likely to follow very soon.

In 1979, however, Nigel was offered a place in a Formula One team. This proved to be a difficult struggle, but both Nigel and his wife continued working long hours to raise money to allow Nigel the time to hunt for sponsors. This proved to be a fruitless search. Nigel takes up the story: "We were told at the beginning of the 1978 season that if we weren't prepared to back ourselves there was no reason why a sponsor should. That led me to the point where I was ready to do anything to make the money."

Despite his trials and tribulations, Nigel managed to persevere and eventually found a way to finance his career. The rest, as they say, is history.
NIGEL MANSELL’S WORLD CHAMPIONSHIP

Then Mansell learned that David Price’s Formula Three team, sponsored by Unipart, were looking for a second driver for the 1979 season. "I made a couple of visits to David’s business in Tunbridge, and I was convinced that I was worth a try because I got the drive." This meant that for the first time, Mansell was on a modest wage as a driver. An unprepossessing season followed, with Mansell managing only one win, but by now Colin Chapman was taking an interest in the young ambitious driver, and even though Mansell suffered another setback when he was injured at Oulton Park, he was offered a test drive with Lotus. Mansell was still suffering his injuries, but he wasn’t going to let anything get in his way. He was soon planning his special trip to get sorted out. "I was going to have my first drive in a Formula One car the following week. I’d got to go. Nothing was going to stop me. He gave me a load of pointers and off I went."

Mansell proved himself, and in 1980 he was working as a test driver for Lotus, following some impressive runs, including Lotus’ fastest time ever at Silverstone. Chapman offered Mansell the chance of a Grand Prix seat at Austria. This was what all the hard work Mansell and his wife had put in had been for.

"Colin Chapman was a very special man. He had been the first to notice Mansell’s talent. What had happened to Formula Three didn’t matter any more. I was going to get my chance in Formula One. That was all that concerned me.

For the next four years Mansell drove for Lotus with varying degrees of success. Lotus were not the power they had been, however, and the 1987 season was the one to achieve over this period were a number of third places and a Pole Position. In 1985 he joined the Williams team and over the next four years Grand Prix racing began to realize his potential as a truly exciting and superb race in the classic tradition, the 1987 victory of Silverstone being one of the most exciting races of modern times. In both 1986 and 1987 he came second in the World Championship, the lead that has occasionally caused him to feel the pressure of the spectacular fire-burst in Australia as he was cruising to the Championship title.

In 1987 Nigel Mansell was the fastest man in Formula One and was champion. He joined the Williams team and was champion once again. He was a great driver, known for his speed and his ability to translate that into wins. He was also known for his determination and his willingness to push himself to the limit. In 1989, despite all the setbacks and hardships along the way, Nigel has produced one of the ‘all time great’ series of driving performances winning the first five races, and being the first driver ever to win nine Grand Prix in a season. Of course, he also secured the championship and Britain’s first for sixteen years, with five wins of the season remaining.

Nigel Mansell is truly a sporting hero and one of the most well-known and popular personalities Britain has produced for years. His achievement, backed on a talent to win and a level of courage and skill that can be comprehended, is thoroughly deserved. Whatever the future holds, 1992 will always be Nigel’s Year.
NIGEL MANSSELL'S WORLD CHAMPIONSHIP

Playing The Game

In Championship Challenge you take part in the full 1992 Grand Prix season. You have the opportunity to experience the thrill and excitement of Formula One racing first hand. Each country, and each of the sixteen tracks featured in Nigel Mansell's triumphant 1992 season is represented. Obviously, your aim is to emulate the success of Nigel Mansell, and win the World Championship.

When the machine is switched on, press the Start Button. The next screen which you will encounter is the Enter Name Screen. Moving the Control Pad left and right will alter the flashing letter, and pressing the A Button will fix that letter, and move you onto the next one. Pressing the B Button will erase the current letter. Once the player is happy with the name, the Start Button should be pressed. When this has been done, the Main Selection Screen will appear.

Main Selection Screen

The Main Selection Screen will allow you to access the various options available to you. To choose a particular option, use up and down on the Control Pad to move between the various options, each of which will be highlighted in turn. Once the option you wish to select is highlighted, press the Start Button. Each of the options is explained on the following pages.
Racing A Circuit

If you choose to take part in a single race, then a screen will appear which will allow you to select which of the sixteen circuits you wish to race. Moving the Control Pad up and down will highlight between the flags of each country in turn. Once the correct flag is highlighted, and the track which the player wishes to race appears, pressing the Start Button will take the player to the Track Information Screen.

Track Information Screen
This screen offers an illustration of the circuit which you are about to race, along with some details such as the track's record and the weather. Pressing the Start Button will move you onto the Race Options Screen.

Race Options Screen
On this screen you are offered the opportunity to Set Up your car, take part in a Qualifying Lap, or Go To The Race. Again, use the Control Pad to highlight an option, and Start to select it. Each is explained on the following pages.

Race Car Set Up
If you select this option, this screen will allow you to configure your vehicle to suit a particular race. Should you wish to get straight to the race, you can skip this screen completely, in which case the default settings will be as follows:
**Tires - Hard**

**Wings - 10%**

**Gears - Automatic**

Should the player choose to, however, this screen will allow the player to setup the car to suit the weather and track conditions. There are three parameters that can be changed as follows.

1. **Gears**
   
   The choice offered here is between Manual and Automatic gears. Automatic is the default mode. When Automatic (Auto) gears are selected, the player is relieved of the need to change gear, thus making the game easier to play. However, there is a small penalty to pay as the point at which the gears are changed in Auto is not the optimum setting.

2. **Tires**
   
   The choice here is between Hard, which is the default, Soft, and Wet tires. There are two parameters relating to the tires, namely rate of wear and grip. Fast corners and running off the track increases the rate of tire wear; harder tires wear slower. The tires can wear out entirely, of course, forcing the players car to retire from the race, and in this instance the driver will obviously fail to win any points. The player has the option to change the tires any number of times in the pits, but entering the pits obviously results in a time penalty. Soft tires improve the cars grip and so improve cornering but require changing sooner. In a normal race, the player will only need to change hard tires once, however soft tires may need to be changed twice. If the track has rain on it then wet tires will need to be used. When the track is wet, these tires wear at the same rate as hard tires, but in the dry, wet tires wear faster than soft tires. If the track is wet, both hard and soft tires handle very poorly, and the car will be difficult to control. The condition of the tires is displayed as part of the control panel.

3. **Wings**
   
   For Airfoils, the choice is between 10%, the default, 20%, and 30%. Setting the airfoil to 30% will improve the cars cornering in a similar manner to soft tires; however, in this position the airfoil will increase the car drag and thus reduce the acceleration. Setting the airfoil to 10% will result in the car having the best top speed but the poorest cornering.

Again, the Control Pad should be moved up and down between the three options, and then left and right to highlight the variations of each option. Once the border is flashing over the option you wish to select, move the...
Control Pad up or down, and that option will then be selected. When you have taken your car to suit the forthcoming race, press the Start Button and you will be taken back to the Race Options Screen.

**Qualifying Lap**

If the player selects Qualify the player has the opportunity to compete for grid position. The player has to do one lap and the time taken will determine how many cars are in front of the player’s car at the start of the race. As in real Formula One racing, the player will have to avoid the other cars on the track, although the player is not directly competing with them. On completion of the qualifying lap the player will return to the Results Screen to see the position in which they qualified, and will then go to the tune-up screen.

**Go to Race**

If you decide not to qualify for the race, then you can automatically begin the race from the back of the grid. This is obviously the fastest way to get into a race, but it will be a lot easier to finish amongst the leaders if you begin the race at the front of the grid. The choice is yours.

The player competes against eleven other cars of varying ability. The competitors’ cars are grouped into three classes, four good, four average and three poor. Each race will vary in length between four and six laps.

**Pit Stops**

Apart from a couple of instances, the pits are located at the side of the track just after the starting line on any circuit. The player may enter the pits at any time or lap. On the race track the pits can be identified as a separate lane or channel, separated from the main track by a prominent white line. They are also shown on the circuit map which is visible on screen while racing. The only reason to enter the pits is to fit new tires. When the player’s car enters the pits, the player must first stop the car by applying the brakes. The player then selects the new type of tire by pressing the Select Button until the tire wanted is highlighted, and then...
pressing the Start Button. The screen will then display an animation sequence of the car being lifted and the tires being changed. The pit stop takes between 5 and 9 seconds, this time being random, and not under the control of the player. All the competitors' cars make one pit stop.

Race Screen display
In addition to displaying the track etc., the in-race screen display contains other relevant information described as follows:

**Lap Time** - Seconds of this lap elapsed.

**Behind** - Number of seconds you are behind the race leader. If you are behind the leader, then the word 'Behind' will appear above the time. If you are in the lead, then the word 'Ahead' will appear, and the time given will be the number of seconds you are ahead of the next car.

**Circuit** - This is a map of the current circuit, with a flag representing the player's position.

**Gear** - Gear number (displayed even in auto).

**Speed** - Digital display.

**Tire wear** - As your tires become worn out, the line will gradually recede from left to right. Obviously, if it gets too far left you will need to pull in at the next available pit stop.

**Position** - The player's current position in the race.

End of Race Sequence
At the end of each race, a results table will display in descending order positions of the drivers at the finish of the race, and the points awarded, Had this been part of a full season.

If the player finished in the first three, then a reward screen will be displayed highlighting the player's achievement. On the completion of this section, the game will default to the Main Selection Screen.
Full Season Racing

If this option is chosen, you will then begin the full season of sixteen races. Obvi-ously, your aim is to finish at the top of the points table once all sixteen races are con-cluded. The first screen encountered will ask you if you are beginning a new game, or wish to resume a previous season. If you are to begin a new game, press the Start Button. If you wish to resume a previously 'saved' season, press the Select Button to highlight, which will allow you to rejoin a season once you have completed several races. This screen is explained in more detail later. After the password input screen, the Track Description Screen will appear. The progress from here is exactly the same as for a Single Race, explained in full detail on page 10. In addition, after each race a password will be given which will allow the player to 'save' a game, and come back to it at a later date. For a full explanation of the sequence from track selection to the results screen, see the section for a single race, starting on page 10. If the race is part of a full season, then after the race results and reward sequence (where appropriate), an overall points table will be displayed. On completion of each of the individual races, the player is awarded points relative to position. The points awarded are as follows:

<table>
<thead>
<tr>
<th>Position</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>First</td>
<td>10</td>
</tr>
<tr>
<td>Second</td>
<td>6</td>
</tr>
<tr>
<td>Third</td>
<td>4</td>
</tr>
<tr>
<td>Fourth</td>
<td>3</td>
</tr>
<tr>
<td>Fifth</td>
<td>2</td>
</tr>
<tr>
<td>Sixth</td>
<td>1</td>
</tr>
<tr>
<td>Below Sixth</td>
<td>0</td>
</tr>
</tbody>
</table>

After each race, the player's total points are used to calculate the overall position. In the event that the race is the last of a season, one of two sequences follow after the points table. If the player wins the World Championship, a new reward screen will appear in recognition of the player's achievement.
Using the Password

Entering a Password

If you choose to Improve with Mansell, you will be given the opportunity to race on any of the sixteen circuits without having to worry about other drivers. While you are racing, you will be given advice by Nigel Mansell, who will appear on screen to offer helpful hints to your driving. An arrow will also appear on the screen giving an indication of the driving line. We advise that you attempt to follow the racing line as closely as possible, rather than drive fast, when you use the Improve with Mansell section.

The player may wish to stop playing during a season but retain his position and points. For this reason, on completion of each race, an encoded password will be displayed. Simply make a note of this password for future use. If a correct password is entered when prompted, then the player will resume the previous game.

Passwords are entered directly after Full Season has been chosen, in exactly the same way that names are entered, by using up and down on the Control Pad to change the letter, and left and right on the Control Pad to move between the various letters.
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9am to 5pm, Eastern Standard Time

GAMETEK INC.
2999 N.E. 191st Street, Suite 500,
North Miami Beach, Florida 33180 U.S.A.
(305) 935-3995