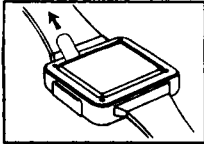


ELECTRONIC

Hard Drivin'™

LCD VIDEO GAME WATCH WITH ALARM

Your Hard Drivin'™ game watch comes complete with installed battery. It's ready to perform three functions: a clock, an alarm, and your Hard Drivin' game! Do not try to replace the battery yourself. (Have your parents read the special note to them at the end of the rules.)



Plastic film pulls out to energize the watch, it is not necessary to turn any screw!

There are five buttons to your watch: two red buttons -- MODE/SET on left and SOUND/SET on right; plus three yellow buttons on the base of the watch.



1. By pressing the MODE/SET button on left, you choose your function: clock -- game -- alarm -- back to clock.

2. When you have chosen either the clock or alarm mode, you then press BOTH side buttons (MODE/SET and SOUND/SET) at the same time to set either the proper clock time or proper alarm time as described below.

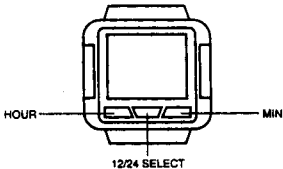
THE CLOCK

1. Press MODE/SET until you reach the clock position. Numbers with two dots will appear in lower right hand corner of screen.



2. Then press MODE/SET and SOUND/SET together (two side buttons) and the time will flash.

3. Now use the yellow buttons on bottom of watch to set correct time. The yellow button on left sets the correct hour, the yellow button on right sets the correct minute. (PICTURE SHOWING LEFT AS HOUR BUTTON, RIGHT AS MINUTE BUTTON)



4. Press the middle yellow button to choose between 12 and 24 hour time. 24 hour time is military time. (PICTURE SHOWING MIDDLE BUTTON AS 12/24 INDICATOR)

5. When correct time is reached, press the MODE/SET button again. Time will stop flashing.

THE ALARM

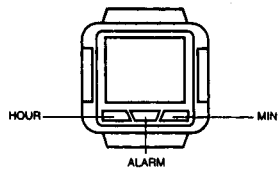
1. Press MODE/SET until you reach the alarm position. Numbers will appear in lower right hand corner of screen.



2. Then press MODE/SET and SOUND/SET together (two side buttons) and the alarm will flash.

3. Now press the middle yellow button and **ALM** will appear in lower right hand corner of screen.

4. Now use the two yellow buttons on either side (far left button is HOUR and far right button is MINUTE) to set the proper hour and minute for alarm. (PICTURE SHOWING LEFT HOUR BUTTON, MIDDLE ALARM BUTTON, RIGHT MINUTE BUTTON)



5. When correct time is reached, press the MODE/SET button again. Alarm will now stop flashing.

NOW THAT YOU HAVE THE CORRECT TIME, IT'S TIME FOR SOME HARD DRIVIN' ACTION! Press the MODE/SET button to select the game mode. Once in the game mode, all five buttons have different functions -- Hard Drivin' racing functions!

THE HARD DRIVIN'™ STORY

You're in the driver's seat against other racers and against any racer's worst enemy -- the time clock!

There are 9 rounds of racing thrills and spills. The action gets tougher and tougher -- because you have less and less time to complete each round!

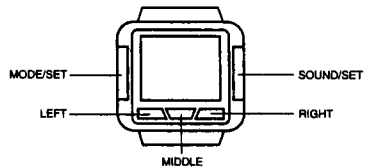
It's up to you to steer left and right out of harm's way. It's up to you to know how fast to go. Will you be the champion racer? That, too, is up to you!

THE OBJECT OF THE GAME

To win the game, you must complete all 9 rounds of racing. But the challenge is intense! You must complete each round before the clock runs down. But the time clock is merciless! Each round must be completed in less and less time!

If you fail to complete any round within the given time limit, the game is over!

HARD DRIVIN'™ CONTROL GUIDE



MODE/SET: Press until you reach "Game" mode.

SOUND/SET: Controls sound: on or off.

MIDDLE YELLOW BUTTON: --to start game
--to start game after pause
--to accelerate/decelerate

LEFT YELLOW BUTTON: --to steer left

RIGHT YELLOW BUTTON: --to steer right

FEATURES

- 9 rounds of racing
- time clock
- starter light
- flashing turn signal
- check points
- built-in melody
- sound on/off control
- maximum score retained
- ability to switch to clock and alarm modes

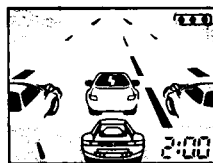
GAME SUMMARY

There are 9 rounds of racing action. To win the game, you must complete each round before the time clock runs down! But each round gets tougher and tougher -- because you have less and less time allowed to complete each round!

As the rounds continue, more cars will enter the track! This also makes the game tougher -- because each time you crash into a wall or another car, you're delayed as precious time ticks off the clock! After each crash, you're forced to begin acceleration all over again from zero speed!

As you successfully complete each round, you'll see the "check point". You'll also score 10 points for each second remaining on the time clock.

But if you fail to complete any round within its time limit, the game is over!



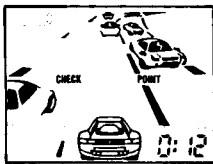
Start your car when the starter light turns green!



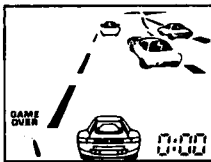
Accelerate to pass up other cars!



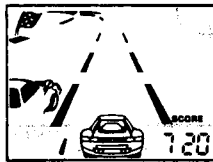
A flashing arrow signals that it's time to make a turn!



You win a round when you reach the check point!



If you can't complete a round within its time limit, the game is over!



If you make it to the end of round 9, you'll see the flag waving! You win the game!

HOW TO PLAY

Press the **MODE** button to select the game mode. The maximum score will be displayed.

Then press the **START** button to start the game. You'll hear a simple "Game Start" tune. The display shows round 1 ("1"). Prepare to start your engine!

At the beginning of each round, you'll see the starter control light. Press the **MIDDLE** yellow button when the light turns to green!

Press **MIDDLE** yellow button once to go faster!

Press **MIDDLE** yellow button once again to decelerate (slow down).

Press **LEFT** yellow button to steer left.

Press **RIGHT** yellow button to steer right.

There are 9 rounds of racing action. You have to complete each round within its time limit. Each round gets tougher and tougher -- because the time limit for completing each round gets shorter and shorter!

ROUND	TIME LIMIT
1	2:00
2	1:55
3	1:50
4	1:45
5	1:40
6	1:35
7	1:30
8	1:25
9	1:20

You must steer clear of harm's way! When you see a flashing arrow, that's your signal you have to make a turn! You also have to steer clear of other cars!

If you crash into a wall or another car, you'll lose precious time off the time clock! After a crash, you have to begin acceleration all over again from zero speed!

When you complete a round within its time limit, you'll see the "check point".

The game will then pause as your score is automatically added up! **YOU SCORE 10 POINTS FOR EACH SECOND REMAINING ON THE TIMER!**

Press the **ON/START** button when you're ready to start the next round!

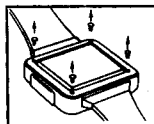
Press the **SOUND** button at any time if you wish to race in silence. Press it again to regain the sounds of the track!

If you fail to complete a round within its time limit, the **GAME IS OVER**.

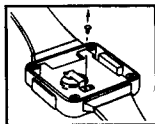
After a **GAME OVER**, press the **ON/START** button to start another game from round 1.

Press the **MODE** button when you're finished playing and want to switch back to either the **ALARM** or **CLOCK** mode!

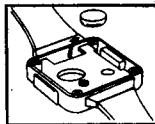
REPLACE BATTERY PROCEDURE



1. Use a small screwdriver to unfasten the four screws on the reverse side of the watch. Carefully lift off the back cover.



2. Now unscrew the screw holding the battery in place. Lift off the battery contact (Plastic bracket) that holds the battery in place.



3. Lift out the dead battery and insert a new one.

4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.

5. Recommended battery: Silver Oxide SR54

Do not use rechargeable batteries.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE**. The store doesn't have replacement parts. Instead, write to us at: **TIGER ELECTRONIC TOYS REPAIR CENTER**, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$5.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to **TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA**.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address: **TIGER ELECTRONIC TOYS, REPAIR CENTER**, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA. Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above **PLUS** enclose your check or money order for US\$5.00 payment for the repair service.