

Don "Ironman" Stewart's

SUPER



LCD VIDEO GAME

1 THE SUPER OFF ROAD RACER STORY

The race is on. You're behind the wheel of your own race car. You will travel at different speeds as you attempt to steer to victory. This is the hand-held LCD game version of the popular video game.

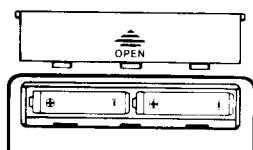
You will speed fast and furiously over 8 different stadium tracks, scoring points as you go. As you advance from track to track, you must cross the finish lane in increasingly shorter times.

You will confront many obstacles along the way, and the smoke will pour out of your car when you hit them! Between races, you can go to the Speed Shop and buy extra engines that will help you along the way. Ladies and gentlemen, prepare to start your engines!

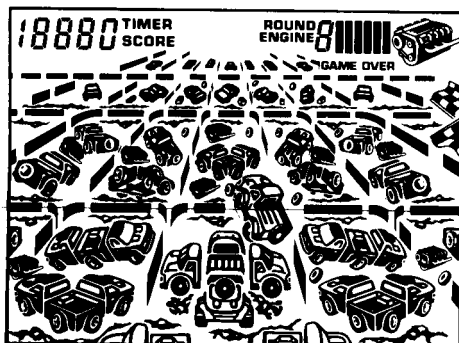
2 INSERTING THE BATTERIES

To insert the battery, remove the battery compartment cover at the back of the game. (To remove cover push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3

CAUTION



High temperatures will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display screen and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



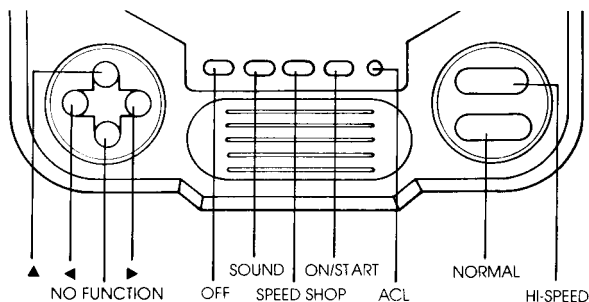
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

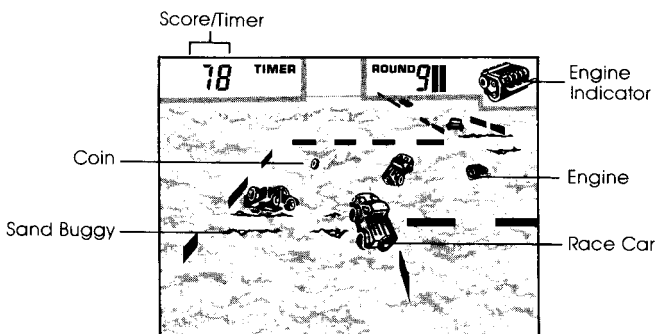
4

The OBJECT OF THE GAME

Your objective is to complete as many races as possible, scoring points as you go. There are 8 race tracks. You must successfully finish all 8 races. You win the game when you cross the finish line in the 8th and final race!



- On/Start** To turn on the unit.
To start the game.
To start each round.
- Speed Shop** Press between rounds to buy engines. Each press will purchase one engine. (Each engine costs you 100 points)
- Sound** To turn sound on or off.
- Off** To turn off the game.
- Hi-Speed** To accelerate until hi-speed limit. (Release button to slow down).
- Normal** To accelerate until normal speed limit. (Release button to slow down).
- ▲ To face forward.
- ◀ To turn left.
- ▶ To turn right.



6 FEATURES

- 8 different race tracks
- Time clock
- Your own race car
- Built-in melody
- Sound on/off
- Maximum score retained
- Built-in auto power-off timer

7 GAME SUMMARY

There are 8 different race tracks. Each track represents a round of play. To win the game, you must cross the finish line in all 8 rounds of play.

To complete a round, you must cross the finish line within a certain time limit. The time requirement gets tougher as you progress from round to round. See Timer Chart below:

ROUND	TIME LIMIT
1	190
2	180
3	170
4	160
5	150
6	140
7	130
8	120

Game is over if you cannot complete a round before the timer drops to zero.

SCORING:

As you race, you will score points as you advance. You will also score bonus points for completing each round within the time limit. All the time left on the timer when you finish a round is automatically converted into bonus points. There are also coins along the race track. Run over each coin to "pick it up". Each coin picked up is worth an additional 10 points.

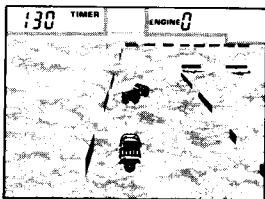
TIME LOSSES:

Each time you hit an obstacle, you are temporarily stopped and smoke pours out of your car. Different obstacles slow you down for different time lengths:

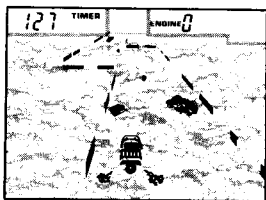
OBSTACLE	TIME LOST
Hit a boundary	lose 1 second
Hit a sand buggy	lose 1 second
Hit another car	lose 2 seconds

THE SPEED SHOP:

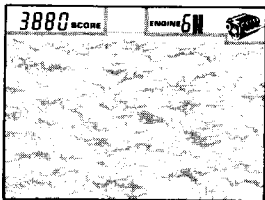
The game pauses between rounds. You can use this pause to go to the Speed Shop, and spend some of your scoring points to purchase additional engines. Use additional engines to jump over the sand buggy when it appears. You can use each engine 6 times. You can buy up to 9 engines. Each engine will cost you 100 points.



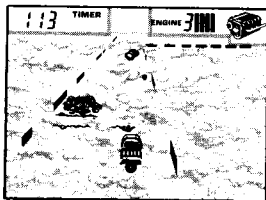
Use the directional keys to steer left, right, and straight ahead — depending on curves and straight-aways of the track.



Use the two speed buttons to determine your car's speed — depending on distance between your car and upcoming obstacles.



Go to the Speed Shop between rounds to purchase additional engines.



After you've purchased an additional engine, press "Hi-Speed" button to jump over the sand buggy when it appears.

Press ON/START button to turn on the unit. The best score is displayed. Press "ON/START" again to begin the first race (round 1). You will hear a little "game start" melody. The timer is at 190 and counting! Press "NORMAL" speed and get going!

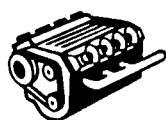
You start with no score and no engine. You must complete each race before the timer ticks down to zero, or the game is over.

Use the control buttons to steer your car forward, left, or right. Press "NORMAL" speed to accelerate to normal speed. Release the button to slow down. Press "HI-SPEED" to accelerate to faster speeds.

There are many obstacles along your path — the track's boundaries, sand buggies, and other cars. Hitting an obstacle causes your car to stop, smoke to pour out of the car, and value time units to be lost. (See Timer Chart in Game Summary section).

It's easier to jump over a sand buggy than go around it. To jump over the sand buggy, you must have an engine. You will acquire additional engines by racing along the track. When you want to jump (and you own an engine), press "HI-SPEED" and your car will jump right over the sand buggy!

Between races, there is a pause. You can use this pause to press "SPEED SHOP". By pressing "SPEED SHOP", you are buying ADDITIONAL ENGINES. Each time you press "SPEED SHOP", you are spending 100 points to buy an engine. You can purchase up to 9 engines — if you have the points to afford them. Each engine can be used for 6 jumps.



During each race, you will be accumulating points for advancing along the track. You will also see coins along the way. Each time you drive over a coin, you are "picking up" the coin. Each coin you pick up earns you an additional 10 points.



When you finish a race before the timer runs out, you also earn BONUS POINTS. Every unit left on the timer at the end of a race earns you an additional 10 points.

After a round, the screen clears, and then the display shows you your engine count and your score. Press "SPEED SHOP" during the pause to buy additional engines if desired. Press "ON/START" to begin the next round.

Remember — if the timer runs out before you finish a round, the GAME IS OVER. Press "ON/START" to begin a new game from round 1.

You must complete all 8 races (each race has a different race track) to win the game! Press "OFF" to stop playing. Press "SOUND" if you want to race in silence. Press "SOUND" again to regain sound.

If you forget to turn off the game, don't worry — there's an auto power-off that automatically turns off the game in about 3 minutes. Now fasten your seat belt — and let the racing begin!

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.

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, U.S.A.

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\$12.00. 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, U.S.A.

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, styrofoam 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, U.S.A.
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\$12.00 payment for the repair service.

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