

R-ZONE™ SEGA™ DAYTONA USA™

TIGER ELECTRONICS INC.

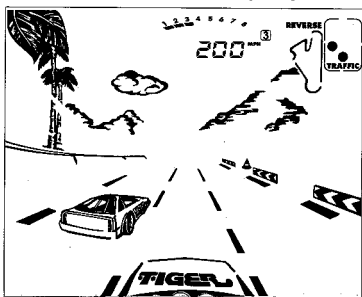
LCD Video Game

1. GAME STORY

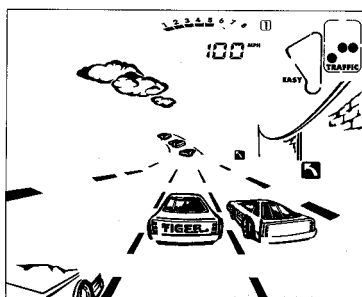
THE ROAD RISES UP TO MEET YOU...

With special R-Zone effects, the road rises up to meet you and the only thing missing is the wind blowing in your hair.

Your view as you race is up to you:



CLOSE UP—
where the driving perspective is you directly behind the wheel looking out at the track in front of you.



SHOW UP—
where you have the unique perspective of seeing your whole car on the road, you see yourself just like the other race car drivers see you!

You will also see two traffic patterns in the right hand corner of the screen:

- a small square pattern that indicates your car's position as well as the positions of the other cars on the road;
- an actual route of the course!

In addition to paying attention to other cars, watch out for danger signs and turning signs telling you where the road curves and forks! You also have to watch out for speed cones!

It's a race against time and other cars, but you **MUST** also keep from crashing and "spinning out" or else you will lose precious time!

So ladies and gentlemen, start your engines....

2. OBJECT OF THE GAME

YOU RACE AGAINST OTHER CARS, BUT TIME IS THE ULTIMATE ENEMY...

Choose your skill level:

Easy (10 laps); Medium (14 laps); Expert (17 laps);

Choose automatic or manual shifting.

Each time you reach a "checkpoint", 7 additional seconds will be added to your timer.

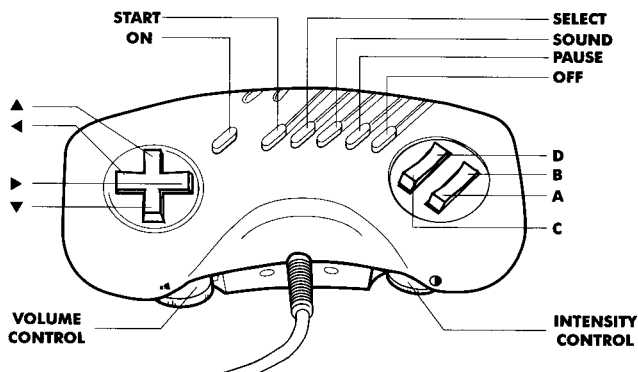
If you **CRASH** into obstacles 3 **TIMES**, you will begin to notice that your car will show less "pick up" and you won't be going as fast. This means that your tires are damaged. When a sign appears called **PIT ROAD**, steer off down the Pit Road into a pit for a change of tires. Once in the pit, the tire change takes place automatically and you leave the pit automatically.

At the end of the race, the number of laps completed and your position out of 40 race cars will appear on screen. If you run out of time before completing the designated number of laps, you receive a **GAME OVER**.

You **WIN** the game if you complete all the laps within your skill level and finish **1ST, 2ND or 3RD!**

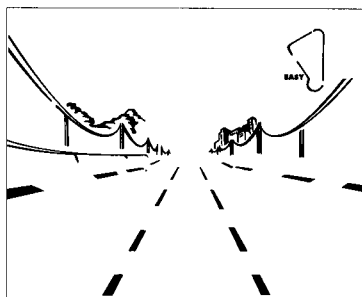
3. HOW TO PLAY

START YOUR ENGINES...



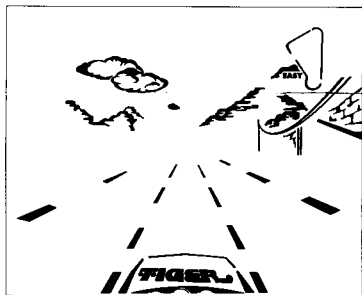
- | | | |
|--------------------------|---|--|
| ON | — | to turn on the unit. |
| START | — | to start the race. |
| | — | to exit pause. |
| | — | to confirm the choice of SKILL/VIEW/SHIFT. |
| SELECT | — | to select your skill level (EASY...MEDIUM...EXPERT...) |
| | — | to select your car view (CLOSE UP or SHOW UP). |
| | — | to select between AUTOMATIC or MANUAL shifting. |
| SOUND PAUSE OFF | — | to control sound: on or off. |
| | — | to pause the game. |
| | — | to turn off the unit. |
| | — | unit also shuts off automatically after 3 minutes of no driving. |
| "◀" | — | to steer left. |
| "▶" | — | to steer right. |
| "▲" ACCELERATOR | — | to go faster. |
| "▼" BRAKE | — | to brake. |
| "C" (GEAR 1) | — | first gear (in manual mode) |
| "D" (GEAR 2) | — | second gear (in manual mode) |
| "A" (GEAR 3) | — | third gear (in manual mode) |
| "B" (GEAR 4) | — | fourth gear (in manual mode) |
| VOLUME CONTROL | — | to control volume: higher or lower. |
| INTENSITY CONTROL | — | to bring race action into focus. |

After turning ON the unit, the highest position scored will show on screen and you will hear the racing melody.



"EASY" will show on screen. This is the default skill level.

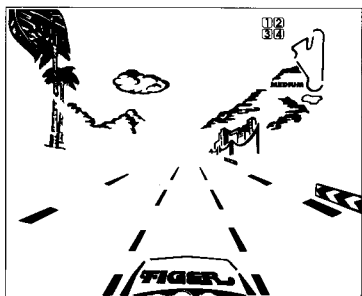
PRESS THE SELECT BUTTON TO SELECT YOUR CHOICE OF SKILL LEVEL. THERE ARE THREE LEVELS TO CHOOSE FROM: EASY...MEDIUM...EXPERT. PRESS THE START BUTTON TO CONFIRM YOUR SKILL SELECTION.



A car will appear on screen.

PRESS THE SELECT BUTTON TO SELECT YOUR RACING VIEW: CLOSE UP OR SHOW UP. PRESS THE START BUTTON TO CONFIRM YOUR VIEW SELECTION.

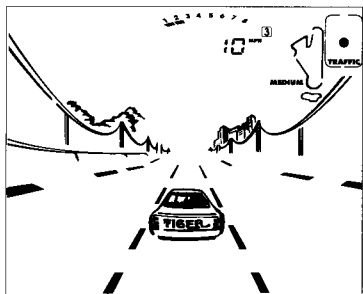
For greatest R-Zone impact, select the "CLOSE UP" view in order to see the road coming up right in your face!



The gear box number will then appear.

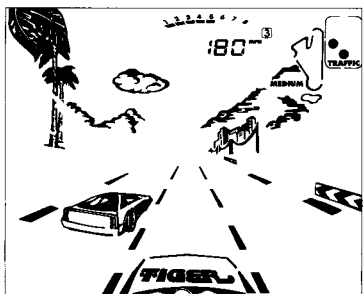
PRESS THE SELECT BUTTON TO SELECT AUTOMATIC OR MANUAL SHIFTING. FOR THE AUTOMATIC MODE, ALL FOUR GEAR NUMBERS APPEAR. IN MANUAL MODE, ONLY THE "1" APPEARS. PRESS THE START BUTTON TO CONFIRM YOUR SHIFT SELECTION.

With AUTO shifting, you just use your "◀", "▶", "▲" and "▼" controls.



With **MANUAL** shifting, in addition to these four, you also use your four **GEAR** shift buttons. As you move from **GEAR 1** up to **GEAR 4**, you are capable of greater and greater speeds, but you still must use your **ACCELERATOR** button as well. With **MANUAL** shifting, you will be able to reach higher speeds than you can in the **AUTO** mode.

AFTER SELECTING YOUR SKILL, VIEW, AND SHIFT, PRESS THE START BUTTON AGAIN TO BEGIN THE RACE!

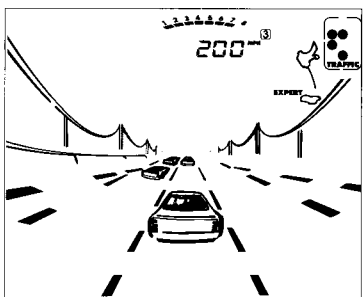


Throughout the race, the time remaining, your **MPH** and your laps will appear on screen.

Use the two **TRAFFIC MAPS** in the upper right corner of the screen.

The square map indicates **LOCATION**: your position compared to the position of the other cars.

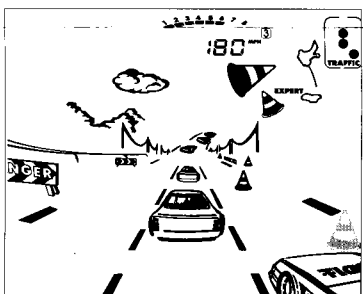
LOCATION MAP



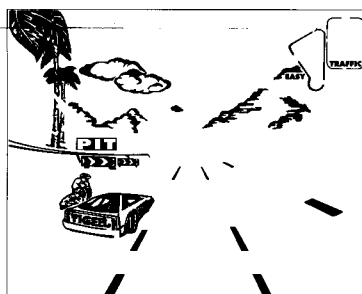
The lower map is a **ROUTE** indicator: it tells you the shapes and contours of the road so that you can steer clear of walls. Using the **BRAKE**, of course, will slow you down, which will also help you avoid walls. Also be very aware of the **STREET SIGNS** that warn you about curves and where you need to make turns when there are forks in the road.

ROUTE MAP

In addition to **WALLS**, also steer clear of **OTHER CARS**, **SPEED CONES** and **BARRICADES**.



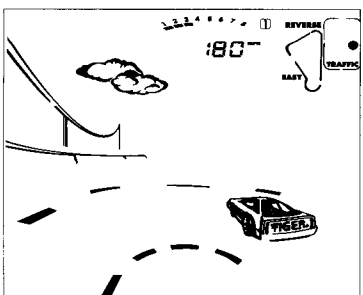
YOU WILL HIT **SPEED CONES** WHEN YOUR CAR IS RUNNING OFF THE ROAD.



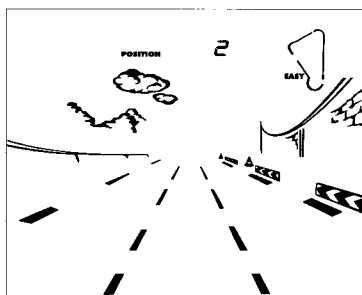
YOUR TIRES ARE DAMAGED AFTER 3 CRASHES. STEER INTO **PIT ROAD** FOR AN AUTOMATIC CHANGE OF TIRES.

Each lap is called a **CHECKPOINT**. The lap counter registers whenever you pass a **CHECKPOINT**. As you pass each checkpoint, the words **TIME EXTENSION** appear on screen and 7 extra seconds are added to your timer.

Sometimes when your car crashes into other cars at high speeds, your car will spin out and face the wrong way. "**REVERSE**" will appear on screen.



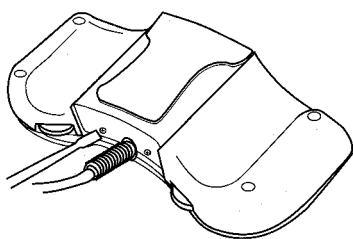
USE YOUR "◀" STEERING BUTTON TO TURN YOURSELF IN THE CORRECT POSITION AGAIN WHEN "**REVERSE**" APPEARS ON SCREEN.



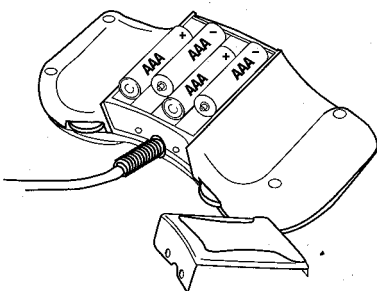
AT THE END OF THE RACE, YOUR NUMBER OF LAPS COMPLETED AND YOUR CAR'S POSITION WILL APPEAR ON SCREEN.

Remember, if you can finish **1ST**, **2ND** or **3RD**, you **WIN** the game!

4. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad.



Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.

To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.

Do not mix old and new batteries.

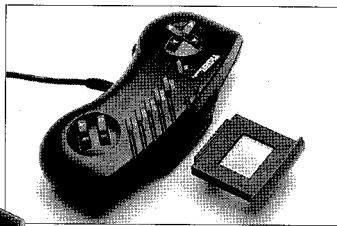
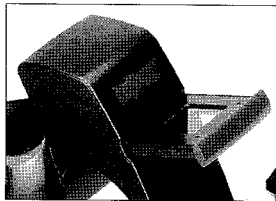
Do not use rechargeable batteries.

Replace with new batteries at the first sign of erratic operation.

Caution: Installation of batteries should be done by adult.

5. ADDITIONAL CARTRIDGES

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.



6. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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 damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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\$15.00 payment for the repair service.

Sega is a trademark of SEGA. © 1995 Sega, PO Box 8097 Redwood City, CA 94063. Daytona USA is a registered trademarks of International Speedway Corporation and is used under license from NASCAR Properties.

R-ZONE™ is a trademark of Tiger Electronics, Inc.

© 1995 TIGER ELECTRONICS, INC.
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

© 1995 TIGER ELECTRONICS (UK) LLC.
Belvedere House, Victoria Avenue, Harrogate,
North Yorkshire HG1 1EL, England.

PRINTED IN HONG KONG

PATENTS PENDING
ALL RIGHTS RESERVED