

R-ZONE™

INDY-500®

TIGER ELECTRONICS INC.
LCD Video Game

1. GAME STORY

"THE JEWEL OF THE RACING WORLD"

The most glorious, well-known and most respected race of all is the Indy 500! You are there — speeding down the Highland Raceway and Bay Side Street, trying to demonstrate that you can win the big one. In addition to the INDY 500 CHAMPIONSHIP, you can also choose to prepare yourself with the INDY 500 PREP (practice on four tracks) or the INDY 500 DOGFIGHT (where you go one-on-one)!

There is only one Indy 500 — and when the dust settles, there will be only one champion. Will it be you?

2. OBJECT OF THE GAME

"SUCCESS IN THE R-ZONE"

There are three modes to choose from — and you have a different goal in each mode:

Mode 1: Indy 500 Championship Race

You race against several other cars. The Indy 500 attracts the finest race car drivers in the world. In the championship race, you race against the world's best. Finish at the highest possible position. You score points depending on your order of finish.

There are 4 stages to the championship race. Each stage is 3 laps long. Before each race day begins, you run a preliminary race to determine your starting position. You must rank among the top 10 racers at the end of every 3 laps or else it's a game over.

You WIN the championship if you can win the 4th stage — the final race!

Mode 2: Indy 500 Prep (preparation)

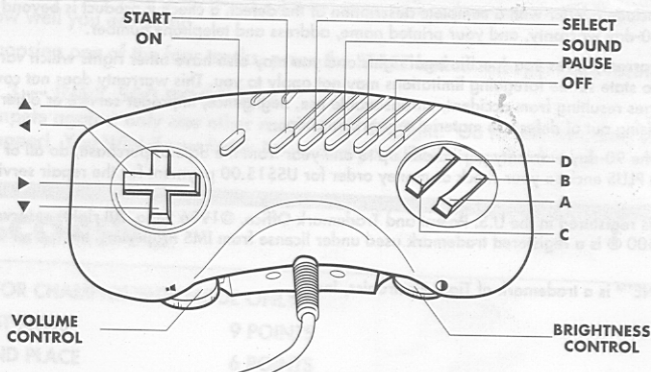
You fine-tune your racing by selecting from four different tracks along the Highland Raceway and Bay Side Street. Your lap time tells you how well you are performing!

Mode 3: Indy 500 Dogfight

The difference between winning and losing often comes down to a one-on-one dogfight. Like the aerial one-on-one dogfights waged by pilots in the air, you engage in a one-on-one track dogfight against one of Indy's top drivers in a 3 lap race! Try to finish 1st! (Nobody ever remembers who finishes second!)

3. HOW TO PLAY

"START YOUR ENGINES"


ON
START

- to turn on the unit.
- to start each race (in all 3 racing modes).
- to start each of the "preliminary races" (in championship mode).

- to start each of the four stages (in championship mode).
- to exit pause.
- to toggle your selection of game mode:
INDY 500 CHAMPIONSHIP... INDY 500 PREP...
INDY 500 DOGFIGHT.
- to control sound: on or off.
- to pause the game.
- to turn off the unit.
- to accelerate (during game).
- to brake.
- to brake for PIT (when the "P" sign appears and you are in the right hand lane).
- to select AUTO or MANUAL transmission (before game starts).
- to select track (Indy 500 Prep mode only).
- to shift gear up: 1 ▶ 2 ▶ 3 (for manual transmission only: gear up only if engine speed is higher than the 3rd marker).
- MAX SPEED for each gear is:
GEAR 1: 130 MPH
GEAR 2: 190 MPH
GEAR 3: 250 MPH
- to shift gear down: 3 ▶ 2 ▶ 1 (for manual transmission only).
- to turn left.
- to turn right.
- to control volume.
- to control contrast.

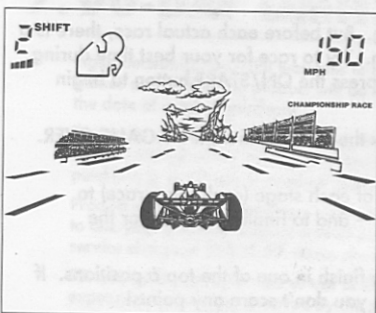
Press the ON button to turn on the unit. You will hear an "On" beep and "-1" is displayed, indicating mode 1 (the INDY 500 CHAMPIONSHIP RACE).

Use the SELECT button to select your choice of modes:

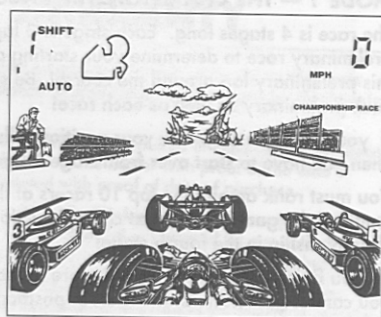
- MODE 1: INDY 500 CHAMPIONSHIP RACE
- MODE 2: INDY 500 PREP (preparation)
- MODE 3: INDY 500 DOGFIGHT

After selecting your game mode, use button "C" (TRANSMISSION) to select your choice of transmission: AUTO or MANUAL. If you don't make a selection, you will automatically be assigned to MANUAL. As in real racing, it's easier to control at AUTO but in MANUAL, you have more speed control, especially during sharp turns.

After you have selected your game mode and transmission, press the START button to start the game!



PRESS THE "A" (ACCELERATE) BUTTON TO GO FASTER.



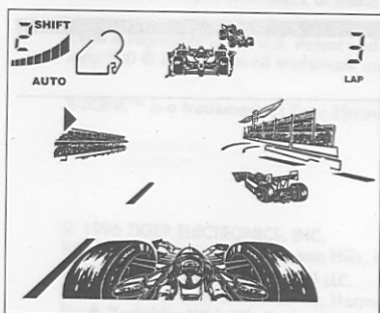
PRESS THE "B" (BRAKE) BUTTON TO BRAKE.

In MANUAL transmission, when you shift UP ("▲"), you will see the shift number as well as arrows. The arrows indicate your engine performance. There are 8 arrows. To shift gears up, the engine has to be higher than the 3rd marker, or else you can't shift up gears to go faster!

For both kinds of transmissions, you have a REAR VIEW MIRROR, a RACE TRACK ROUTE, and a SPEED METER. In manual transmission, you also have a GEAR INDICATOR.

When you see a car right behind you in the REAR VIEW MIRROR, you know a car is approaching from behind. You must either accelerate or turn to avoid a possible collision.

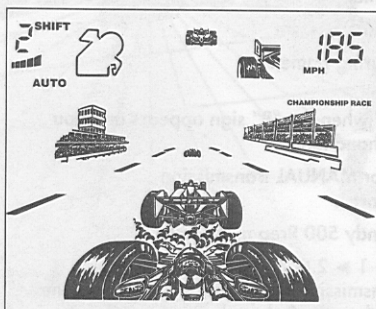
The SPEED METER tells you whether you are going too slow or too fast during a sharp turn.



USE YOUR DIRECTIONAL BUTTONS ("◀" and "▶") TO TURN LEFT OR RIGHT WHEN YOU SEE THE LEFT OR RIGHT DIRECTIONAL ARROW BLINKING ON SCREEN — OR ELSE YOU'LL LOSE TIME AND POSITION!

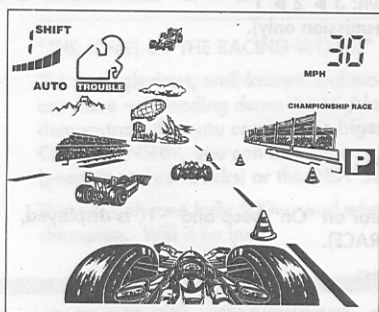
The GEAR INDICATOR (for manual transmission only) tells you what gear you are in.

You will lose valuable time if you drive off the track or if you crash with other cars or road blocks. You damage your car when you crash into other race cars. The TROUBLE INDICATOR will light up and flash. Then your car will slow down to a maximum speed of 190. (Gear 3 is not achievable when you are in TROUBLE). You must move into the PIT for repairs! If you crash for the 7th time before you move into the pit for repairs, then it's a GAME OVER.



YOU LOSE VALUABLE TIME WHEN YOU CRASH INTO OTHER CARS.

To enter the PIT after the TROUBLE indicator flashes, keep to the right and then press the BRAKE button to enter the PIT. There will be enough time for you to respond to the TROUBLE warning and enter the pit. When the TROUBLE indicator disappears, ACCELERATE and move back to the race course.



TURN RIGHT INTO THE PIT WHEN YOU SEE THE "P" APPEAR ON SCREEN!

Press the START button to start the game IN THE SAME MODE when you are ready to play.

Use the SOUND button to toggle sound on/off and the OFF button to shut off the unit. The unit also shuts off automatically after three minutes of no action.

There is a sound signal as you complete each lap and a flag signal when you reach the finish line!

Each of the three modes provides its own special features:

MODE 1 — THE CHAMPIONSHIP RACE

The race is 4 stages long. Each stage is 3 laps long. But before each actual race, there is a preliminary race to determine your starting position. Try to race for your best time during this preliminary lap around the course! Be sure to press the ON/START button to begin each preliminary as well as each race!

If your car is damaged or your position falls below the 10th position, it's a GAME OVER. Then you have to start over from stage 1 again.

You must rank among the top 10 racers at the end of each stage (each 3 lap race) to continue the game at the next championship stage — and to finally compete for the championship in the fourth stage!

As you finish each race, you will score points if you finish in one of the top 6 positions. If you cannot get to one of the first six positions, then you don't score any points!

You WIN the championship if you can make it to the 4th stage and finish 1st!

MODE 2 — INDY 500 PREP (preparation)

There are four tracks to choose from along the famous Highland Raceway and Bayside Street. Get to know all four tracks in order to best compete in mode 1 (the championship)!

Use the "D" (TRACK) button to select any of the four tracks before the race begins. "Prep" makes perfect—use your prep time to perfect your skills. Your lap time will give you an idea how well you are doing.

After choosing one of the four tracks, press the START button to begin PREP racing!

MODE 3 — INDY 500 DOGFIGHT

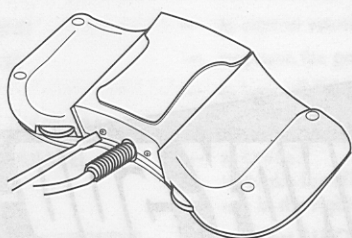
You compete against only one other racer in the dogfight. Go for the best time you can in this 3 lapper! You WIN if you finish 1st — and you LOSE if you finish 2nd!

4. SCORING

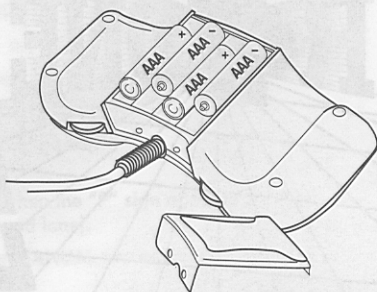
"FOR CHAMPIONSHIP MODE ONLY"

1ST PLACE	9 POINTS
2ND PLACE	6 POINTS
3RD PLACE	4 POINTS
4TH PLACE	3 POINTS
5TH PLACE	2 POINTS
6TH PLACE	1 POINT

5. INSERTING THE BATTERIES



To insert/replace batteries, remove the battery compartment cover on the game as shown. Have an adult unscrew the battery cover, then push in the direction of the arrows on the cover.



Insert 4 Alkaline "AAA" batteries, LR03 or equivalent making sure to align "+" and "-" as shown. Close the compartment and replace the screws.

TO ENSURE PROPER FUNCTION:

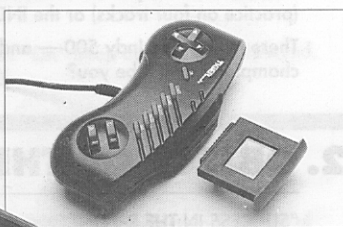
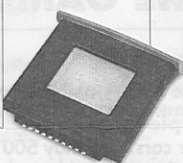
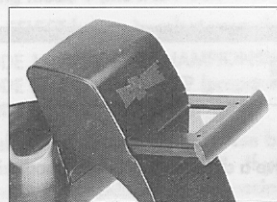
Do not mix old and new batteries.

Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickle-cadium) batteries. Battery insertion/replacement should be done by an adult.

Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

6. ADDITIONAL CARTRIDGE

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



7. 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.

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