

ELECTRONIC

MODEL 7-753

ROAD RACE™

**LCD
GAME**

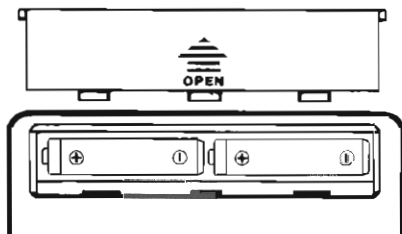
1 OR 2 PLAYERS



SUPER SOUND

INSERTING THE BATTERY

1. When the battery needs replacing, remove battery compartment cover at the back of the game. (To remove cover push in direction of the arrow).



2. Insert two "AA" batteries UM3 or equivalent, making sure to align "+" and "-" as shown.
3. After battery insertion the ACL switch must be pushed, if provided. (Use a ball point pen). The display should appear as in the diagram below.

CAUTION

1. High temperature will destroy the unit. Do not leave unit in direct sunlight.
2. Do not press the liquid crystal display and avoid heavy shock, or the display may fail.
3. Replace batteries at the first sign of erratic operation.
4. Clean only with a piece of soft cloth.

GENERAL

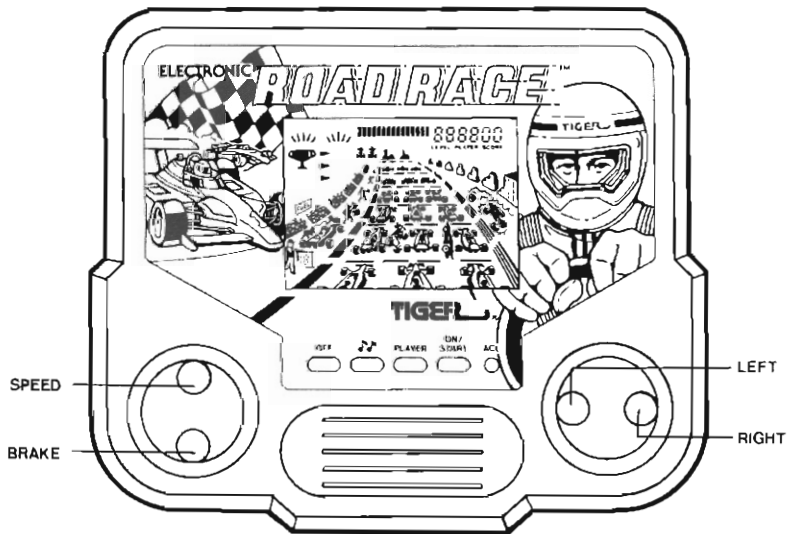
1. Your Road Race is an electronic game designed with a realistic engine sound. Due to the many features of this game, we suggest that you read through this manual.
2. Your Road Race Game has the following features:
 - One or two players.
 - Maximum 99 levels; game becomes more difficult as the level changes.
 - Realistic sound of engine.
 - Speedometer observes the speed.
 - 5 speed car with 4 control buttons and another 4 functional keys.
 - Game starting sound.
 - Winning sound for each level and the "Golden Cup".
 - Realistic sound of a car hit.
 - Car brake sound.
 - Time - bar.
 - Highest score is displayed.
 - Fuel meter displays fuel level.
 - Engine sound on/off key.
 - Automatic score displays during game.

OBJECT OF THE GAME

The objective of the game is to finish the game before time runs out. You have three chances per level. You will lose one chance for each crash. You win a level if you can finish the level within the time frame. You then step to the next level. You win the golden cup if you can finish level 10.

CONTROLS

- | | |
|---------------------|--|
| 1. Start/On | To turn on the power and start the race. |
| 2. Player/Fuel | To select one or two players/refill the fuel tank. |
| 3. Music Key | To turn on/off the sound. |
| 4. Off Key | To turn the power off. |
| 5. Left (←) Key | To select track on the left of the car. |
| 6. Right (→) Key | To select track on the right of the car. |
| 7. Speed/Accelerate | To boost the engine/accelerate the car. |
| 8. Brake | To de-accelerate the car. |

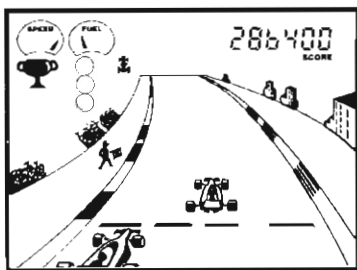
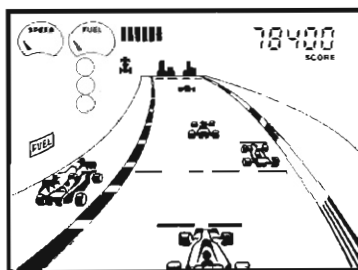
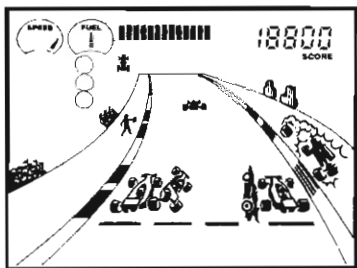
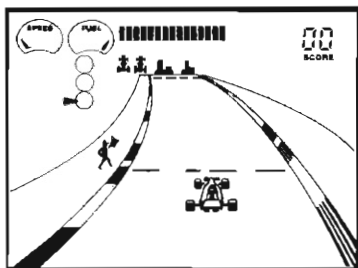


LEVEL

After Level 1, you are going to the next Grand Prix Game.

- Level 1 — 10 laps
- Level 2 — 12 laps
- Level 3 — 15 laps
- Level 4 — 18 laps and so on

Maximum levels 99. Game becomes more difficult as level changes. Level 1 through Level 9 - number of cars on the road is low and traffic is very high from Level 10 through .Level 99. You fail if you cannot complete the 10 laps within the time. You will fail if you run out of fuel during game or you have crashed with another car three times during this level.



HOW TO START AND PLAY THE GAME

1. Push "Start/On" button to turn on the game.
2. Player number is defaulted to 1 and game always starts at Game 1.
3. Use the "Player" button to select one or two players.
4. Push "Start/On" button to start the game.
5. Timer-Bar is reset at initial position and fuel is full.
6. Press the "Accelerate" button to accelerate your car. Use the "Right" and "Left" buttons to select the track and try to overtake the car in front, or let the car go behind.
7. You win a level if you can finish the level within the time frame. You win the Golden Cup if you can finish Level 10. You can still challenge yourself and continue playing to score more besides winning the Golden Cup.
8. The highest score is displayed before each game.
9. The fuel level can be checked by a fuel meter on the display. The player can refill the fuel tank by entering the maintenance area by pushing the fuel button when the car is on the left track and the speed is already slowed down to the lowest speed. No score can be gained during refilling time. When refilling is completed, the car can continue the race when "Right" button is pushed.
10. In a two players game, whenever one game level is over, it will switch to another player. However, if the other player has already lost the game, you can play until you win or lose.
11. If the car crashes, next time the player starts the game at the point of crash.
12. Score depends on the distance the car traveled and the number of cars that have been overtaken. Bonus on finished race depends on level, time and fuel remaining.
13. Fuel usage depends on time of accelerating and distance traveled.
14. Speed can be checked on the speedometer.
15. You can turn off the sound by pushing "Music" key.
16. Press the "Off" button to turn off the game.
17. Press the "Start" button to start a new game.

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, 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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