

72504IWE-1

MODEL 72-504

**ELECTRONIC**

# **ROAD RUNNER™**

**LCD GAME**



ROAD RUNNER  
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1992 TIGER ELECTRONICS, INC.  
Woodlands parkway,  
on hills, Illinois 60061, USA.

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Welcome to the wonderfully whacky world of the Road Runner!



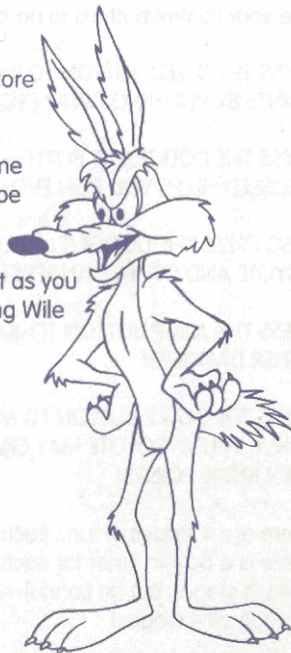
ROAD RUNNER

1

Press the ON/START button to turn on your unit. You'll hear an "On" beep and the game's high score will be displayed.

Press the ON/START button again to start the game from STAGE 1! You begin with 0 score, but you'll be scoring points right away!

You always play as the Road Runner! Run as fast as you can—but stay out of the way of dangers, including Wile E. Coyote!



WILE E. COYOTE

2

Use your control buttons to have fun!

PRESS THE SPEED BUTTON TO INCREASE YOUR SPEED! YOU CAN SCORE EXTRA POINTS BY RUNNING AWAY FROM WILE E. COYOTE!

PRESS THE DODGE/EAT BUTTON TO EAT BIRDSEED WHEN IT APPEARS. EATING BIRDSEED HELPS YOU RUN EVEN FASTER!

ALSO PRESS THE DODGE/EAT BUTTON TO DODGE OUT OF THE WAY OF WILE E. COYOTE AND OTHER DANGERS!

PRESS THE JUMP BUTTON TO JUMP OUT OF THE WAY OF WILE E. COYOTE AND OTHER DANGERS!

PRESS THE BRAKE BUTTON TO MAKE QUICK STOPS! WHEN YOU BRAKE SUDDENLY, WILE E. COYOTE MAY CRASH INTO A WALL OR ROCK—AND YOU'LL SCORE EVEN MORE POINTS!

There are 4 stages of fun. Each stage presents a different part of our story. There is a built-in timer for each stage. Try to score as many points as you can in each stage! But be careful—you can lose points, too! You always play through all 4 stages!

STAGE 1:

In this first stage, run as fast as you can! (PRESS SPEED)

Eat as many seeds as you can to increase your speed! (PRESS DODGE/EAT) You'll also score points for each seed you eat!

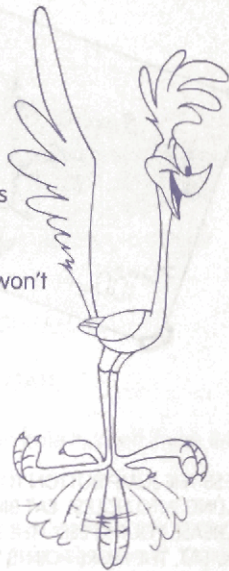
Watch out for holes along the way. (PRESS JUMP) Press the JUMP button to avoid falling into the holes!

In this first stage, don't worry about Wile E. Coyote! He won't show up in this stage. (He's planning his next attack!)

Stage 1 scoring:

YOU SCORE: 30 POINTS FOR EATING SEEDS

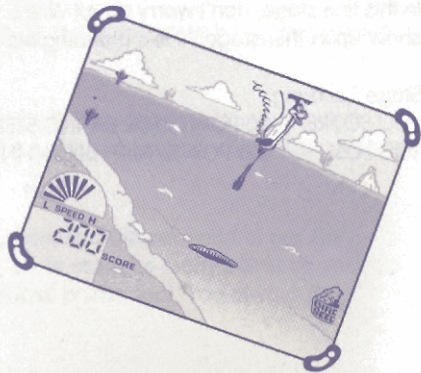
YOU LOSE: 100 POINTS FOR FALLING INTO A HOLE





YOU'RE THE ROAD RUNNER! THIS DRAWING SHOWS YOU AT A STOP, STARTING TO RUN, AND RUNNING AT HIGHEST SPEED. WHEN YOU STOP AND START, YOU WILL MAKE A "BEEP BEEP!" SOUND! NOW THAT'S REALLY FUNNY!

PRESS THE JUMP BUTTON TO PREVENT FALLING INTO HOLES! EAT BIRDSEED TO INCREASE YOUR SPEED. THE MORE SEEDS YOU EAT, THE MORE POINTS YOU'LL SCORE, AND THE FASTER YOU CAN RUN!



The game pauses as you complete each stage. If you like, you can press the MAX SCORE button to check the highest score.

PRESS THE ON/START BUTTON TO START STAGE 2!

STAGE 2:

In stage 2, you'll face Wile E. Coyote for the first (but not the last) time. He's chasing you on rocket-powered roller skates! He's trying to catch you!

Dodge out of his way! (PRESS DODGE/EAT) There are several ways to dodge Wile E. Coyote:

- Move faster than him (PRESS SPEED AND EAT ENOUGH SEEDS).
- Dodge him at just the right moments (PRESS DODGE/EAT).
- Jump over holes (PRESS JUMP). He might fall into the hole himself if you time your jump just right!
- Brake suddenly (PRESS BRAKE). When you see there is a wall or rock coming, brake suddenly and Wile E. Coyote might crash into the rock or wall! You'll score extra points!

Always be ready to eat seeds to score more points and to run faster...and always be prepared to jump over holes in the ground!

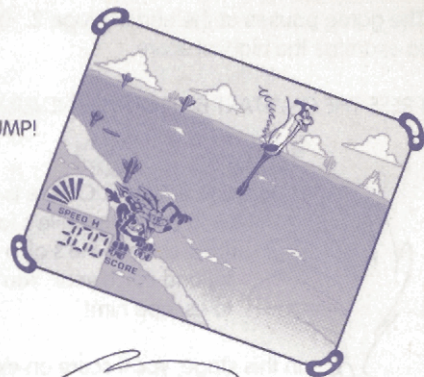
Stage 2 scoring:

YOU SCORE: 30 POINTS FOR EATING SEEDS  
100 POINTS FOR MAKING WILE E. COYOTE CRASH INTO A WALL  
100 POINTS FOR MAKING WILE E. COYOTE FALL INTO A HOLE  
100 POINTS FOR RUNNING AWAY FROM WILE E. COYOTE

7 YOU LOSE: 100 POINTS IF WILE E. COYOTE CATCHES YOU  
100 POINTS IF YOU FALL INTO A HOLE



THERE'S WILE E. COYOTE CHASING YOU ON ROCKET-POWERED ROLLER SKATES! NICE JUMP! YOU ESCAPED HIM! DON'T FORGET TO EAT MORE SEEDS TO INCREASE YOUR SPEED!



The game pauses at the end of stage 2. Don't forget you can press MAX SCORE to examine the highest score.

PRESS THE ON/START BUTTON WHENEVER YOU'RE READY TO BEGIN STAGE 3!

### STAGE 3:

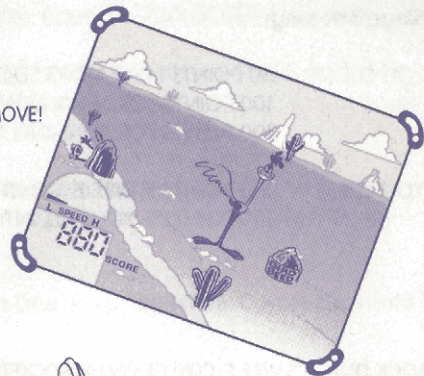
In stage 3, Wile E. Coyote is riding a rocket-powered jet ski as he tries to catch you! He's faster on the jet ski than he was on roller skates! He's also got a butterfly net which he'll use to try and catch you! You're going to have to move even faster to escape him!

In this stage, you'll score an extra 100 points each time you can slam on those brakes, making Wile E. Coyote smash into a rock!



9

PRESS BRAKE TO BRAKE SUDDENLY! NICE MOVE!  
WILE E. COYOTE CRASHED INTO A ROCK!



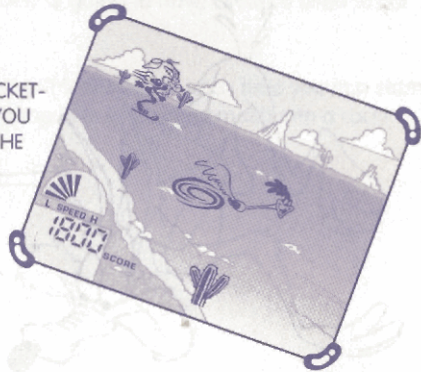
10

Stage 3 scoring:

YOU SCORE: 30 POINTS FOR EATING SEEDS  
100 POINTS FOR MAKING WILE E. COYOTE CRASH INTO A ROCK  
100 POINTS FOR RUNNING AWAY FROM WILE E. COYOTE

YOU LOSE: 100 POINTS IF WILE E. COYOTE CATCHES YOU  
100 POINTS IF YOU FALL INTO A HOLE

LOOK OUT! IT'S WILE E. COYOTE ON HIS ROCKET-POWERED JET SKI! HE'S TRYING TO CATCH YOU WITH HIS BUTTERFLY NET! BE SURE TO EAT THE BIRDSEED WHEN IT APPEARS TO INCREASE YOUR SPEED!



The game pauses at the end of the stage. Press the MAX SCORE if you want.

PRESS THE ON/START BUTTON WHEN YOU'RE READY TO BEGIN STAGE 4! THIS IS THE FINAL STAGE!

STAGE 4:

In stage 4, Wile E. Coyote is moving his absolute fastest! He's flying on a rocket to catch you! Watch out for him and his butterfly net! You're going to have to move really, really fast to escape him!

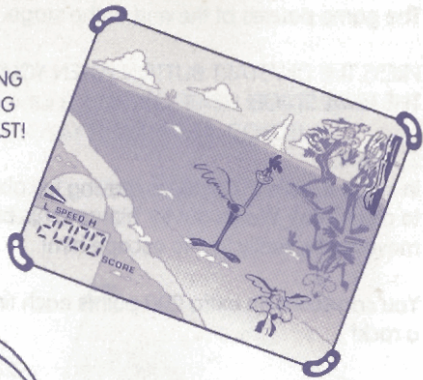
You can score an extra 200 points each time you make Wile E. Coyote crash into a rock!

Stage 4 scoring:

YOU SCORE: 30 POINTS FOR EATING SEEDS  
200 POINTS FOR MAKING WILE E. COYOTE CRASH INTO A ROCK  
200 POINTS FOR RUNNING AWAY FROM WILE E. COYOTE

YOU LOSE: 100 POINTS IF WILE E. COYOTE CATCHES YOU  
100 POINTS IF YOU FALL INTO A HOLE

STAGE 4 IS THE MOST DIFFICULT AND EXCITING STAGE! LOOK OUT! THE COYOTE IS CHASING YOU ON A ROCKET! NOW THAT'S REALLY FAST! CAN YOU RUN FASTER? DON'T FORGET TO EAT THAT BIRDSEED!

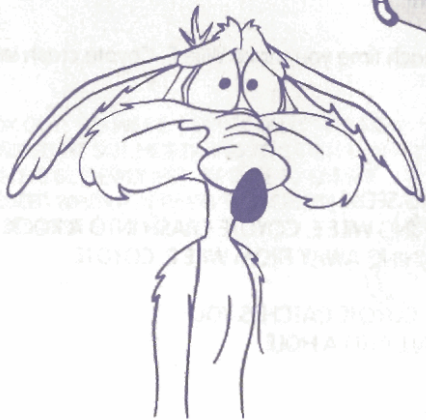


You can press the SOUND button at any time to race in silence. Press it again to regain all the sounds of the chase!

When the story is completed at the end of stage 4, press the ON/START button to begin a new game from stage 1!

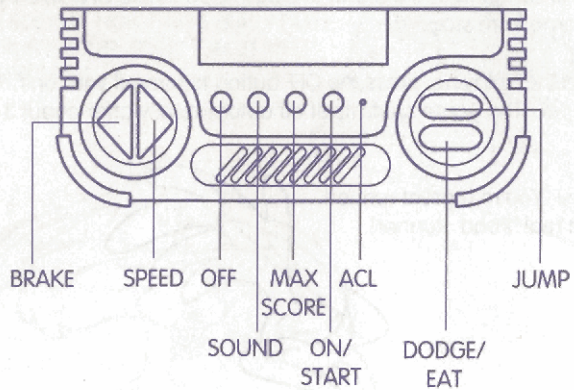
When you're finished playing, press the OFF button to turn off your unit. But don't worry if you forget. The game shuts itself off automatically after about 3 minutes of non-action!

Congratulations! You're a great runner!  
In fact, you're a real Road Runner!  
THE END



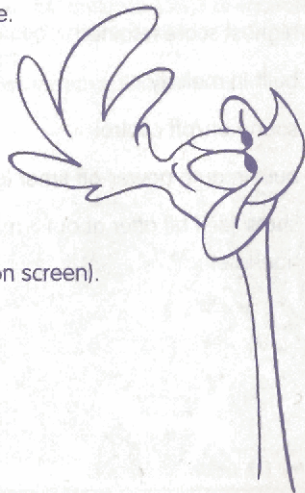


CONTROL GUIDE:  
KEYBOARD



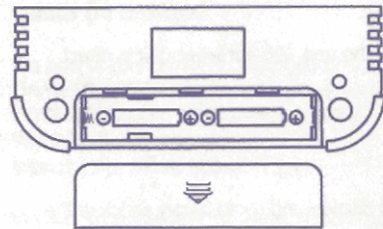
CONTROL GUIDE

- ON/START — To turn on the unit.  
— To start the game.  
— To start each stage.
- MAX SCORE — To examine the highest score.
- SOUND — To control sound: on or off.
- OFF — To turn off the unit.
- JUMP — To jump up.
- DODGE/EAT — To dodge.  
— To eat seeds (when they're on screen).
- BRAKE — To brake.
- SPEED — To run faster!



## SPECIAL FEATURES

- game plays all the way through
- special Road Runner "beep beep!"
- built-in stage timer for each stage
- highest score retained
- built-in melody
- sound on/off control
- built-in auto power-off timer (game shuts itself off after about 3 minutes of non-use)



## INSERTING THE BATTERIES

To insert the batteries, 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.

Do not use rechargeable batteries.

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 shown in the diagram below.



## CAUTION



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



Do not press the liquid crystal display 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.

## 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.

21

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, 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\$12.00 payment for the repair service.

22