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Patent Pending  
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FOR AGES 5 AND UP  
MODEL 60-019



600190001IWTI-01

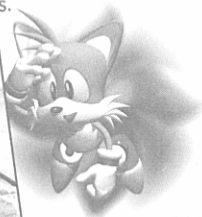
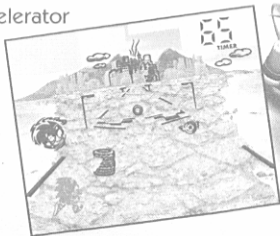
TIGER  
ELECTRONIC LCD GAME

# OBJECT OF THE GAME

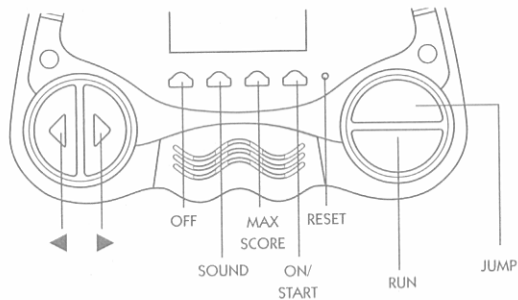
Sonic is back in an all-new game. Dr. Robotnik has set up a race to prove that Sonic isn't as fast as he thinks he is. He has challenged, Sonic to finish a series of races and see if he can run each race within 90 seconds. Sonic is not going to back down from a challenge so this time he's out to prove he's the fastest hedgehog around. Sonic is lacing up his running shoes for the fastest Sonic game EVER!!! To beat the game you must run as fast as you can across the finish line of 5 exciting levels.

## TIPS FOR A BETTER RACE:

- Avoid piles of tires and jump over roadblocks.
- If you see an accelerator pad, step on it for some super-sonic speed.



# CONTROLS



- OFF** - To turn off the unit.  
(The game also shuts off automatically after 3 minutes of no play.)
- SOUND** - To toggle sound: On or Off.
- MAX SCORE** - To see what the high score on the unit is at the end of each stage.

- ON/START - To start the game.  
 - To turn on the unit.  
 - To start each stage.
- ◀ - To move to the left.
- ▶ - To move to the right.
- JUMP - To jump over obstacles.
- RUN - To make Sonic accelerate.
- RESET - To reset the game if your unit malfunctions.

You will have to race Sonic across 5 unique levels; Resort Island, Radical City, Regal Run, Reactive Factory, and Radiant Emerald. You also must try to collect as many rings, Sonic Tokens, and Chaos Emeralds as you can for major bonus points. You will have 90 seconds to finish each race. If you finish under 90 seconds you will be awarded with extra points. If you go over 90 seconds you can

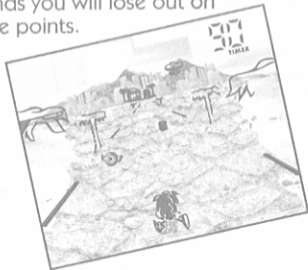
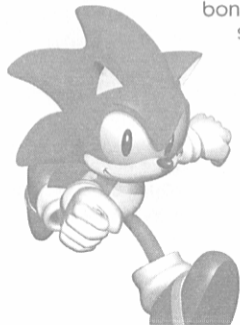
still finish but you will lose out on some valuable points.

Press the ON/START button to turn on the unit.

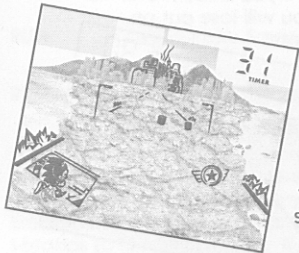
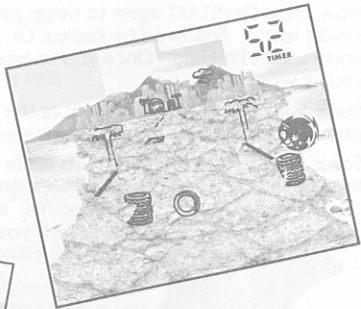
Now press ON/START again to begin play. Your first level will be Resort Island. Followed by Radical City, Regal Run, Reactive Factory, and Radiant Emerald. Once you've beaten all 5 levels, you've won.

Sonic will appear at the bottom of the screen, ready to run. So press the run button to get going.

Sonic will run forward and try to make it though the track in less than 90 seconds. If you finish in less than 90 seconds you will get bonus points. If you finish in over 90 seconds you will lose out on some points.

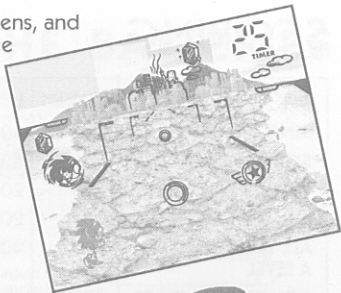


There will be piles of tires and roadblocks in your way so you better learn how to avoid them. Run to the left or right of the piles and jump over the roadblocks.



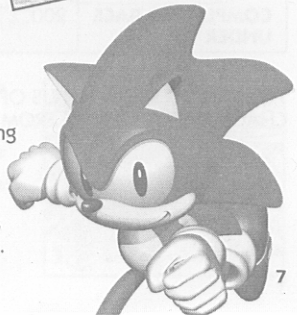
Try to run across the accelerator pads whenever you see them. You will get a boost of super-sonic speed.

Try to collect the rings, Sonic Tokens, and Chaos Emeralds whenever you see them. Chaos Emeralds will only appear once per level and you will have to jump on the left or right side of the screen to get them. Collect all 5 and get great bonus points.



To be fast you'll need to know your tracks. Each track has different twists and turns, jumps and bumps. Try to learn each track as you play so you will know what's coming up the next time you play.

When you see a Chaos Emerald flashing on either side of the screen, run to that side and jump as quickly as you can. The Emeralds only appear for a brief time and are worth major bonus points if you collect all 5 (1 per level).



## SCORING

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
RING	10	10	10	10	10
SONIC TOKEN	50	60	70	80	100
CHAOS EMERALDS	100	200	300	400	500
ALL RINGS ON A LEVEL	200	200	200	200	200
ALL TOKENS ON A LEVEL	200	400	600	800	1000
COMPLETING RACE UNDER 90S	200	400	600	800	1000

YOU WILL RECEIVE A BONUS OF 1000 POINTS FOR GETTING ALL 5 CHAOS EMERALDS (ONE FROM EACH LEVEL).

## 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.)

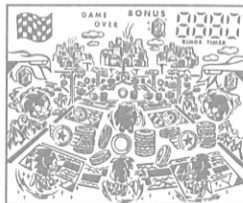
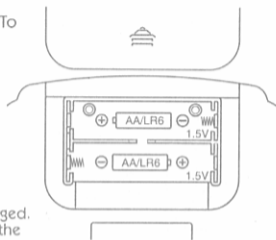
Insert two "AA"/LR6 batteries (not included), making sure to align "+" and "-" as shown.

**TO ENSURE PROPER FUNCTION:**

- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

**RESET BUTTON:**

After battery insertion, the RESET 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 at the right.



## CAUTION



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



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



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



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 the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

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

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$10. Payments must be by check or money order payable to Tiger Electronics, Ltd.

**The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.**

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

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

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.