

ELECTRONIC

MODEL 7-833

SUPER SPRINT[®]

LCD VIDEO GAME

1 THE SUPER SPRINT[®] STORY

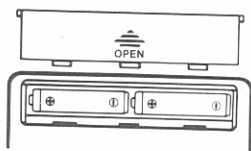
Prepare to start your engines in the hottest road racing action since rubber wheel first met pavement. Your racing challenge will take you to 7 different race tracks of varying lap lengths. Each track is tougher than the one before because you have less time to complete each race. As the time clicks down, you will encounter more than just other cars — obstacles will include patches of oil, triangles, even cyclones will rise up to meet you!

Your skill must get you through — and you'll also be able to upgrade your car with both turbo and top speed engines. So fasten your seat belt and prepare for the ride of your life!

2 INSERTING THE BATTERIES

To insert the battery, 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.



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 in the diagram below.

3 CAUTION



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



Do not press the liquid crystal display screen 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.



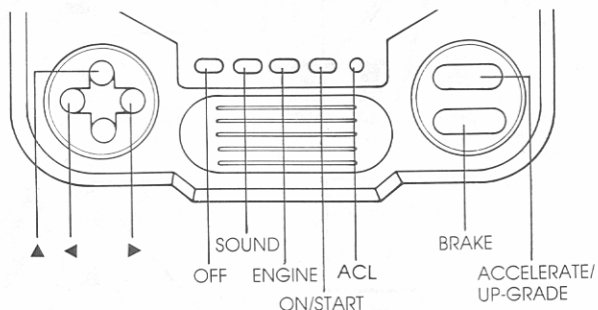
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

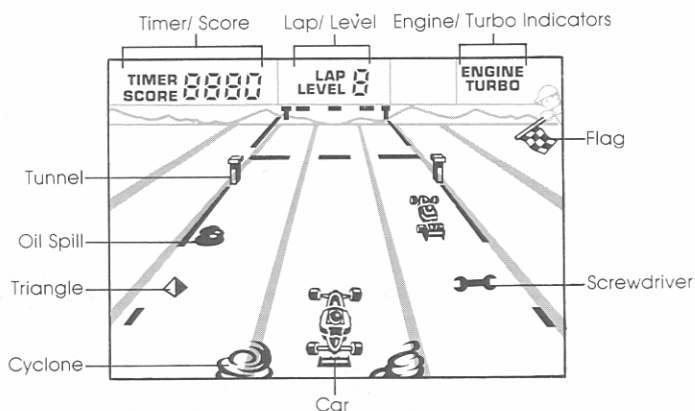
4 The OBJECT OF THE GAME

You must successfully complete 7 treacherous race tracks of increasing difficulty. You will race against both a time clock and other cars. You must score as many points as you can along the way. If the timer runs out before you sprint across a finish line, then the game is over. After a game over, you can start again on track 1 — or perhaps take up a less exciting sport — maybe knitting?

CONTROL GUIDE



- ON/START** To turn on the unit.
To start the game.
- ENGINE** To examine turbo or top-speed engine levels between races.
To purchase/upgrade turbo or top-speed engine (together with the UPGRADE button) between races.
- SOUND** To control sound: on or off.
- OFF** To turn off the unit.
- ACCELERATE/UPGRADE** During racing: Press to accelerate.
Release to slow down.
Between races: To confirm purchase/upgrade of turbo or top-speed engine (after selection has been made with ENGINE button).
- BRAKE** To brake.
- ▲ To turn car face forward.
- ▶ To make car turn right (or to switch car into right-hand lane).
- ◀ To make car turn left (or to switch car into left-hand lane).



6 FEATURES

- 7 race tracks
- Race timer
- Engine upgrades
- Built-in melody
- Sound on/off control
- Best score retained
- Built-in auto power-off timer

7 GAME SUMMARY

You will race along 7 death-defying race tracks of increasing difficulty. Each time you crash, your race car will explode. After each explosion, precious additional seconds will tick away on the timer. You only have a set amount of time to complete each of the 7 tracks:

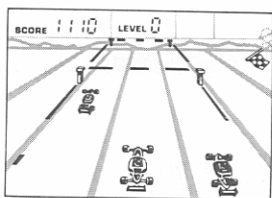
GAME	TRACK	LAP	TIME LIMIT
1	1	2	190
2	2	2	180
3	3	2	170
4	4	3	160
5	5	3	150
6	6	3	140
7	7	3	130

As you advance from track to track, using your standard race car simply won't allow you to finish a race within the allowed time. SCREWDRIVERS will appear on the track. Ride over them to pick them up! Between races, you can sell your screwdrivers to upgrade your car with purchases of either TURBO or TOP-SPEED ENGINES! These upgraded engines will allow you to race faster and with more control!

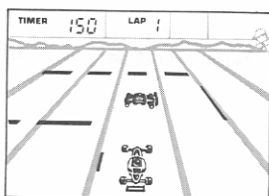
You can save up to 3 screwdrivers and 6 levels of upgraded engine. However, you can only purchase one kind of upgraded engine per race — either Turbo or Top-Speed — never both on the same race track.

As you race, you will SCORE POINTS by outrunning other cars, picking up screwdrivers, finishing a lap, and by finishing a race early. You must also watch out for obstacles — cyclones, triangles, and oil spills — as well as other cars and curves in the road.

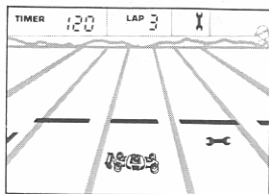
You can accelerate (speed up) or decelerate (slow down) your car. You can turn left or right or brake. If the timer runs out before you cross a finish line, then the GAME IS OVER.



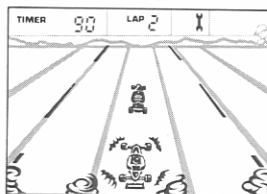
You must complete each of 7 races before the timer clicks down in each race.



Use the directional keys to control turns and the accelerator button to control speed.



Pick up screwdrivers to purchase engine upgrades between races.



Watch out for other cars — as well as triangles, cyclones, and oil spills!

8 HOW TO PLAY

Press "ON/START" button to turn on the game. A simply "ON" beep is heard and best score is displayed.

Press "ON/START" button again to start from Race 1. Display shows Game 1 (-1-) for 1 second and then shows the timer. The timer starts to count down as soon as the game starts!

You must finish the race before the timer reaches zero or else the GAME IS OVER! The lap counter shows the present lap count.

Races 1-3 are 2 laps long. Races 4-7 are 3 lap races. You have 190 timer units to complete the 1st race. You have 10 less units in each subsequent race. (SEE CHART IN GAME SUMMARY)

Press the "ACCELERATE" button to go faster. Release it to slow down. Press the "BRAKE" to make a complete stop. Use the DIRECTIONAL KEYS to control left ◀ and right ▶ turns or to move into a left or right lane. After making a turn, press ▲ to keep your car moving straight and pointed forward!

SCORING:

As you race, you score points.

10 POINTS	OUTRUNNING ANOTHER CAR
20 POINTS	PICKING UP A SCREWDRIVER
100 POINTS	FINISHING A LAP
10 BONUS POINTS	FOR EACH UNIT LEFT ON TIMER AT END OF A RACE

CRASHING:

If you crash into another car or into the wall at a turn, your car explodes! The car then is temporarily stalled as precious time ticks off the clock! In a few moments, you will be able to accelerate again!

OBSTACLES:

Avoid them!

TRIANGLE Hitting a triangle causes you to slow down.

OIL SPILL On an oil spill, you lose temporary control of your car.

CYCLONE Cyclones appear in the bottom right corner of your screen. Escape them by pressing the left ◀ key if you're in the middle or right hand lane. Running into a cyclone causes you to lose temporary control of your car.

SCREWDRIVERS

SCREWDRIVERS:

In each race, 2 screwdrivers will randomly appear on the race track. Pick them up driving over them. They will come in very handy! You can store up to 3 screwdrivers.

UPGRADING YOUR CAR:

Your car as constructed is simply not fast enough to complete the later races within the allowable time! So between races, you can press the "ENGINE" button. It will show you your level of both TURBO and TOP-SPEED engine upgrades. You start the game with 0 level of engine upgrade. You can move up to 6 levels of engine upgrade.

Each upgrade costs you 2 screwdrivers. If you don't have the necessary screwdrivers, you can't afford an upgrade at that time. If you have the screwdrivers, press "ENGINE" button again to select either TURBO or TOP-SPEED engine upgrade.

Then press "ACCELERATE/UPGRADE" to confirm your upgrade choice. Both upgrades have their own particular advantages:

TURBO — Turbo increases your performance by:

- faster response to allow easier last minute turns to avoid crashes with other cars and wall.
- faster recovery after crash to shorten time delay penalty.
- faster recovery after losing control of your car due to oil spill or cyclone obstacles.

TOP-SPEED — Top-speed increases your performance by:

- making your car go faster!

You can only have one kind of upgrade (either TURBO or TOP-SPEED) in any given race. However, you can switch to the other upgrade between races.

After you finish a race, press "ON/START" button to start the next race. Use the "SOUND" button to turn off the sound. Press "SOUND" button again to regain the sounds of the raceway.

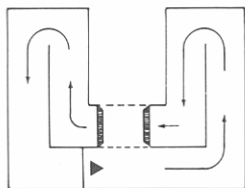
Remember, if the timer ever runs down to zero, the GAME IS OVER. After a GAME OVER, press "ON/START" button to start another game from race 1.

Press the "OFF" button to turn off your unit when you're done racing. But don't worry if you forget, there's an automatic timer that shuts down the unit after about 3 minutes!

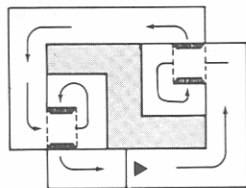
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APPENDIX

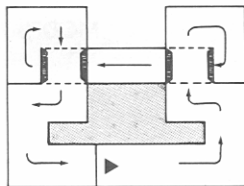
To help you successfully complete your races on time, here are road maps for each race of Super Sprint®!



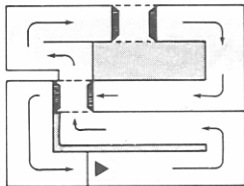
TRACK 1



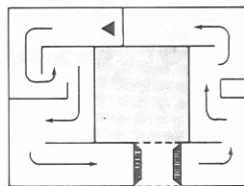
TRACK 2



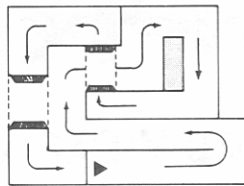
TRACK 3



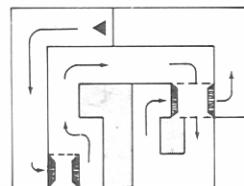
TRACK 4



TRACK 5



TRACK 6



TRACK 7

10 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.

11 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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