

ELECTRONIC

THE INCREDIBLE

CRASH DUMMIES™

LCD VIDEO GAME

1 THE CRASH DUMMIES STORY

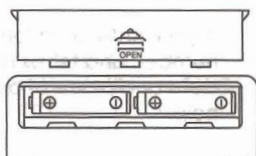
Slick the Crash Dummy is determined to prove how important it is to wear seat belts—by crashing himself to pieces! But he needs your help to show the results of high impact crashes! He also needs your help in picking up his friends on the dummy team—Spin, Daryl and Bumper the Dog!

2 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 in the diagram below.



3 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.

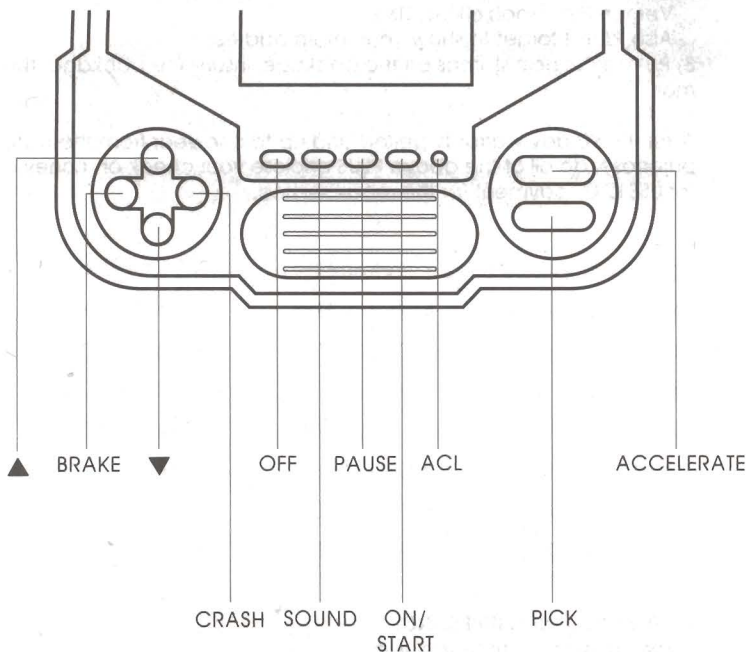
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You play as Slick the Crash Dummy! You drive the Crash Dummy car! Your objective is to control the dummy car to pick up members of the dummy team (Spin, Daryl and Bumper the Dog) and to drive at the highest possible speeds in order to reach and then crash into the target wall at the vehicle test facility!

However, your car slows down when you crash into an obstacle. Time is crucial—the GAME IS OVER if you can't complete a stage within the given time limit! You WIN the game by completing stage 4!

5 CONTROL GUIDE



ON/START	—To turn on the unit. —To start the game. —To start each stage. —To exit pause.
PAUSE	—To pause the game during game play.
SOUND	—To control sound: on or off.
OFF	—To turn of the unit.
▲	—To turn the car left.
▼	—To turn the car right.
CRASH	—Press it at the moment of crashing into the target wall.
BRAKE	—To brake.
ACCELERATE	—To accelerate (release to slow down).
PICK	—To pick up a friend.

6 FEATURES

- 4 stages of smashing, crashing fun
- 10 speed levels
- speed meter
- stage timer
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

7 GAME SUMMARY

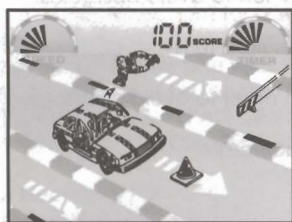
There are 4 stages of smashing and crashing. You always play as Slick the Crash Dummy. Control the Crash Dummy car to drive as fast as you can without crashing into obstacles!

There is a timer and a speed meter. Each time you crash into an obstacle you lose precious time. You must speed through each stage fast enough in order to reach the target wall at the end of the stage! Then crash into the target wall at your highest possible speed!

You score points by steering clear of obstacles, picking up your Crash Dummy friends (Bumper the Dog, Spin, and Daryl) and by crashing into the target wall.

The GAME IS OVER if you cannot complete a stage by reaching and then crashing into the target wall.

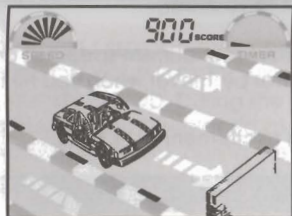
The higher your speed is when you crash into the target wall at the crash test, the more points you will score! There are 10 different speed levels! So get ready for some heavy duty crashing, smashing and high speed dashing!



Your objective is to drive fast enough to reach and then Crash into the target wall at the end of each stage! You score points for avoiding obstacles, picking up your friends, and for crashing into the target wall at your highest possible speed!



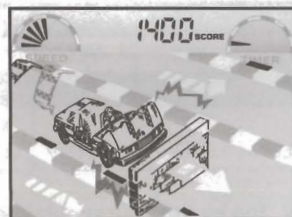
If you Crash into an obstacle, you will slow down and lose valuable time!



If you drive fast enough (and are skillful enough not to crash into obstacles too often), you'll reach the target wall. Then Crash into the target wall at your highest possible speed!



LOW SPEED CRASH
If your speed level is only 1-3, you score only 20 points.



LIGHT CRASH
SPEED LEVEL 4: SCORE 100 POINTS
The target wall will break but your Crash impact is light. Your car's hood and top will also break (they'll blink on screen)!



MEDIUM CRASH 1
SPEED LEVEL 5: SCORE 200 POINTS
If you achieve a higher speed, your Crash impact will be greater!



MEDIUM CRASH 2
SPEED LEVEL 6: SCORE 500 POINTS
At the next higher speed, in addition to the car hood and car top flying out, your car's wheels and windshield will also fly out!



MEDIUM CRASH 3
SPEED LEVEL 7: SCORE 1000 POINTS
At this speed, the target wall breaks and the car breaks into pieces!



HEAVY CRASH 1
SPEED LEVEL 8: SCORE 1500 POINTS
 At this speed, all parts of the Dummy car are broken!



HEAVY CRASH 2
SPEED LEVEL 9: SCORE 2000 POINTS
 At this speed, the Dummy driver (that's you!) will fly out of the car!



HEAVY CRASH 3
SPEED LEVEL 10: SCORE 2500 POINTS
 You've reached the highest speed level! At this speed, the Dummy driver (you again) will not only fly out of the car—you'll also break into pieces! Too bad you weren't wearing a seat belt!

8 HOW TO PLAY

You play as Slick the Crash Dummy! Your main purpose in life is to teach people to use their safety belts—by showing them how hard they will crash without belts!

You **WIN** the game by completing stage 4. In order to complete each stage, you must drive quickly enough to reach the target wall at the end of the stage and then crash into it! However, you'll slow down and lose precious time whenever you crash into an obstacle!

You **score points** by avoiding obstacles, picking up other members of the dummy team (Daryl, Spin, and Bumper the Dog) and by driving at the highest possible speed when you crash into the target wall at the vehicle test facility at the end of each stage.

You **LOSE** the game if you run out of time on a stage before you manage to reach and crash into the target wall.

Press the **ON/START** button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Press the **ON/START** button again to start the game from stage 1. You begin, of course, with zero score.

Use your control buttons to control the dummy car:

Press the "▲" button to turn the car left to avoid obstacles.

Press the "▼" button to turn the car right to avoid obstacles.

Press the **BRAKE** button to brake in order to avoid obstacles.

Press the **ACCELERATE** button to accelerate.
 (Release this button to slow down).

Press the **PICK** button to pick up your friends from the dummy team. (Beginning players may have to slow down in order to pick up their friends.)

Press the **CRASH** button at the moment you crash into the target wall!

The target wall appears at the end of each stage (if you've driven skillfully enough to reach it). The wall will scroll from the right to the middle position on screen (nearest to your car).

Then press the CRASH button to keep your current speed at crash impact—or else your speed will lower by 1 level when you hit the wall!

Each of the four stages is crashing excitement at its best:

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
FRIENDS TO PICK UP:				
BUMPER THE DOG	YES	YES	YES	YES
SPIN	-	YES	YES	YES
DARYL	-	-	YES	YES
OBSTACLES:				
WOODEN STAND	YES	YES	YES	YES
CONE	YES	YES	YES	YES
TARGET WALL	1	1	1	1
HIGHEST ACHIEVABLE SPEED FOR TARGET WALL	LEVEL 6	LEVEL 7	LEVEL 9	LEVEL 10

There are 10 different speed levels. The higher your speed, the greater your crash impact and the more points you'll score:

—LOW SPEED CRASH	SPEED LEVEL 1-3	SCORE 20 POINTS
—LIGHT CRASH	SPEED LEVEL 4	SCORE 100 POINTS
—MEDIUM CRASH 1	SPEED LEVEL 5	SCORE 200 POINTS
—MEDIUM CRASH 2	SPEED LEVEL 6	SCORE 500 POINTS
—MEDIUM CRASH 3	SPEED LEVEL 7	SCORE 1000 POINTS
—HEAVY CRASH 1	SPEED LEVEL 8	SCORE 1500 POINTS
—HEAVY CRASH 2	SPEED LEVEL 9	SCORE 2000 POINTS
—HEAVY CRASH 3	SPEED LEVEL 10	SCORE 2500 POINTS

(THE HIGHEST SPEED!)

Additional scoring:

—PICKING UP BUMPER THE DOG	SCORE 100 POINTS
—PICKING UP DARYL	SCORE 100 POINTS
—PICKING UP SPIN	SCORE 100 POINTS
—AVOIDING AN OBSTACLE	SCORE 20 POINTS

During the game, you can press the PAUSE button to pause the game and catch your breath. Press the ON/START button to start playing again. The game will pause automatically after each stage. Press the ON/START button to start the next stage when you are ready.

Press the SOUND button to race in silence. Press it again to regain all the sounds of the test track!

After a GAME OVER, press the ON/START button to begin a new game from stage 1.

Press the OFF button to turn off the game when you're finished playing. But don't worry if you forget—the game shuts itself off after about 3 minutes of no action!

Remember, in order to win the game, you must complete all 4 stages! Good luck!

9 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.

10 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.

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.