

Model 69-005

Wheelz™

Stick™



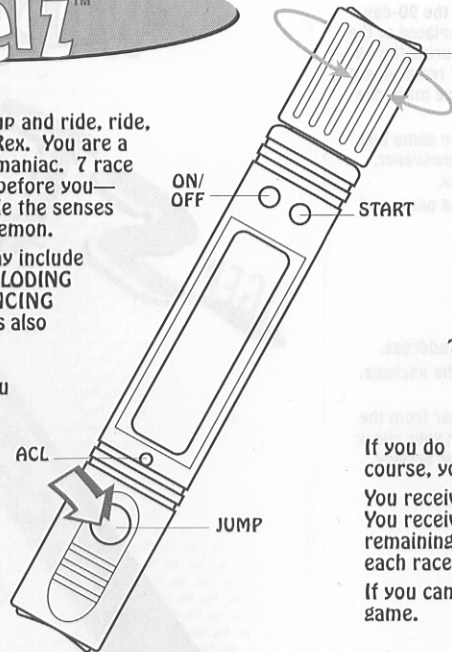
LCD Game

69005IWTIE-1

Wheelz™

It's time to throttle up and ride, ride, ride. Your name is Rex. You are a radical Moto-Cross maniac. 7 race courses stretch out before you—just the thing to tingle the senses of a real dirt track demon.

Obstacles in your way include PITS, BARRELS, EXPLODING BARRELS and BOUNCING BOULDERS. There is also a time limit of 100 seconds per race course. Whenever you hit an obstacle, you crash and lose valuable time.



THROTTLE

ON/
OFF

START

ACL

JUMP

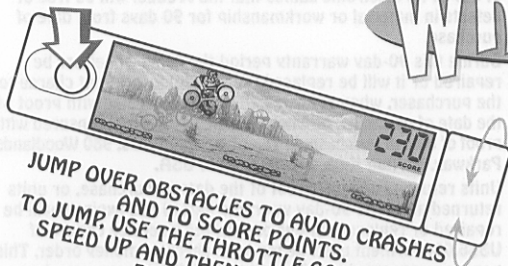
- ON/OFF -- to turn on the unit.
-- to turn off the unit. (game shuts off automatically after 3 minutes of no action)
- START -- to start the game.
-- to start each stage (each race course).
- JUMP -- to jump in the air and to jump over obstacles.
- THROTTLE -- turn FORWARD to speed up.
-- turn BACKWARD to slow down.

If you do not reach the finish line in time on any course, you receive a GAME OVER.

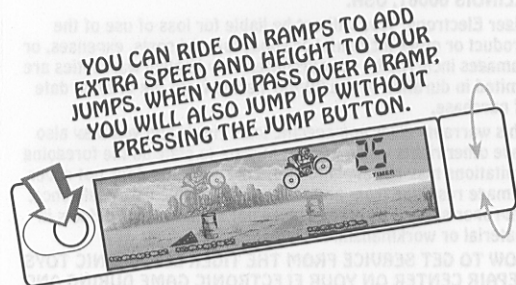
You receive 50 POINTS for jumping over obstacles. You receive 10 BONUS POINTS for every second remaining on the clock as you cross the finish line on each race course.

If you can complete all 7 race courses, you WIN the game.

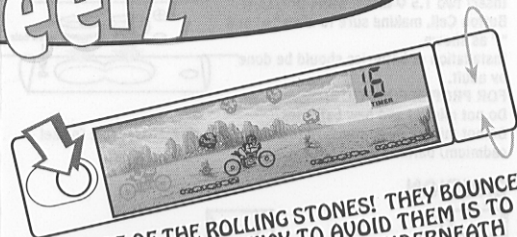
Wheelz™



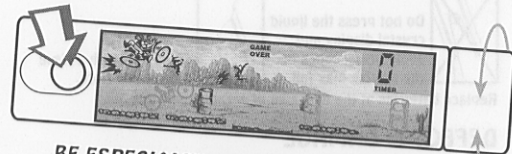
JUMP OVER OBSTACLES TO AVOID CRASHES AND TO SCORE POINTS. TO JUMP, USE THE THROTTLE CONTROL TO SPEED UP AND THEN PRESS THE JUMP BUTTON TO JUMP



YOU CAN RIDE ON RAMPS TO ADD EXTRA SPEED AND HEIGHT TO YOUR JUMPS. WHEN YOU PASS OVER A RAMP, YOU WILL ALSO JUMP UP WITHOUT PRESSING THE JUMP BUTTON.



BEWARE OF THE ROLLING STONES! THEY BOUNCE FUNNY! THE ONLY WAY TO AVOID THEM IS TO EITHER SLOW DOWN TO PASS UNDERNEATH THEM...OR SPEED UP AND TRY TO OTRUN THEM!



BE ESPECIALLY CAREFUL WITH EXPLODING BARRELS. THEY LOOK LIKE NORMAL BARRELS EXCEPT THEY FLASH. IF YOU DON'T TIME YOUR JUMP CORRECTLY, THEY EXPLODE WHEN YOU PASS OVER THEM.

INSERTING BATTERIES

BATTERIES INCLUDED

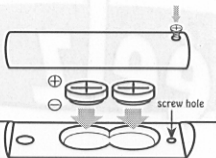
To insert the batteries, remove the battery compartment cover at the back of the game. Insert two 1.5 V LR44, SR44 or G13-A Button Cell, making sure to align "+" and "-" as shown.

Installation of batteries should be done by adult.

FOR PROPER FUNCTION:

Do not mix old and new batteries.

Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) batteries.



CAUTION



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



Do not use a pencil or pin to press the ACL 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 & 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 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\$6.00. 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\$6.00 payment for the repair service.

TIGER ELECTRONICS
INC.

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