

GAME STORY

THE THRILL OF NASCAR

Get on track for the most exciting ride of your life! Every curve of the NASCAR track is full of the promise of victory or the disappointment of shattering defeat. Like NASCAR itself, each race is a new story where you must write the ending. Can you steer dear to victory? Or will your dreams be dashed by other drivers? Will you be champion or will greatness pass you by on the far turn? Fasten your seat belt and start your engines!

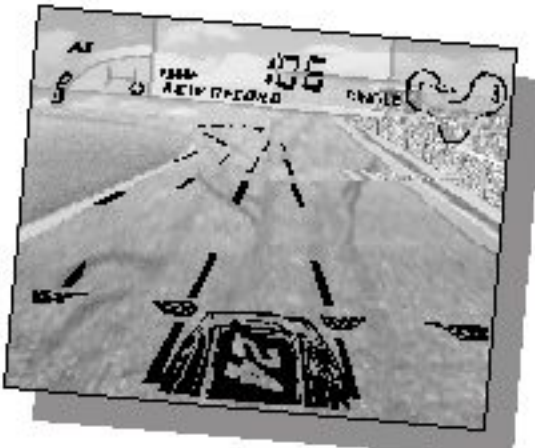
OBJECT OF THE GAME

THE HEART OF A CHAMPION

As with any race, your goal is to take first place and become the NASCAR champion! You're behind the wheel of Jeff Gordon's #24 car. That means your racing in one of the fastest cars on the NASCAR circuit. Use your speed to fly by the field but be sure to slow down in the turns or it's crash and burn! You'll be racing against 7 other skilled racers who will do their best to beat you.



You're driving Jeff Gordon's car!



Set a new course record!



Too much speed in the corners and you'll crash!

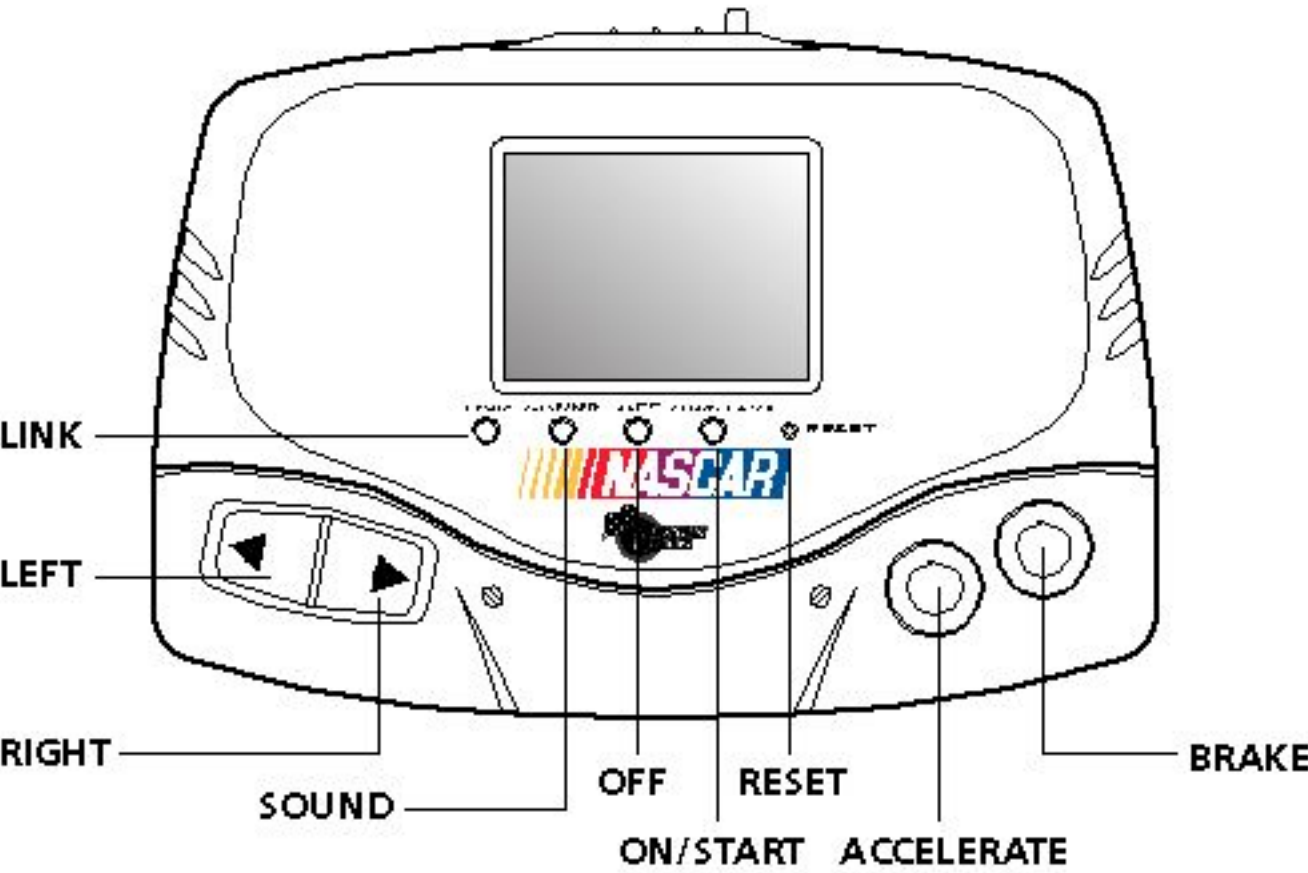
There are 3 different racetracks you can choose from: beginners oval track, an intermediate road course, and an advanced road course. The competition will be faster and more aggressive on the intermediate and advanced tracks. In addition to racing for first place, you can also try for a

new course record. The game will save your course records for each track!

If you think you're ready, link to another game and go for a 2 player head-to-head race!

HOW TO PLAY

START YOUR ENGINES



- | | |
|------------|--|
| ON/START | - to turn the unit on.
- to start the game. |
| SOUND | - to turn the sound off and on. |
| OFF | - to turn the game off. |
| LEFT/RIGHT | - to steer the car left and right
- used before a race to select a track. |
| ACCELERATE | - to speed up the car. |
| BRAKE | - to slow the car down. |
| LINK | - to link to another game. |

Press the ON/START button to turn on the unit. You'll hear the "On" beep and Track 1 will be displayed along with the record time for that track. Use the LEFT/RIGHT buttons to select one of the three racetracks. When a track is selected, the record time for that track will be displayed.

Press the ACCELERATE button to choose a track. The elapsed time will reset to 0:00, then flash 3 times. The cars will begin moving towards the start/finish line for the rolling start! Once car #24 crosses the line, the timer starts and it's time to race!

Press and hold the ACCELERATE button to speed up your car. It will automatically shift through the gears for you. Monitor your speed and RPMs in the display at the top of the screen. Use the LEFT/RIGHT buttons to steer your car and avoid collisions! Use the BRAKE to slow down and maintain control in the turns.

You begin the race in 8th place. Each time you pass a car, your new place will be shown. Note that after a few laps you may begin to lap other cars in which case your place number will not change. If you hit another car or smash into a wall, your car will crash. After the crash, your car will again appear on the track so press the ACCELERATE button gear up to maximum speed!

Each race consists of 4 laps. Once the race is over your finishing place and elapsed time will appear. If the player breaks the current record, the words NEW RECORD will appear and the old track record will be replaced Press the ON/START button to return to track selection.

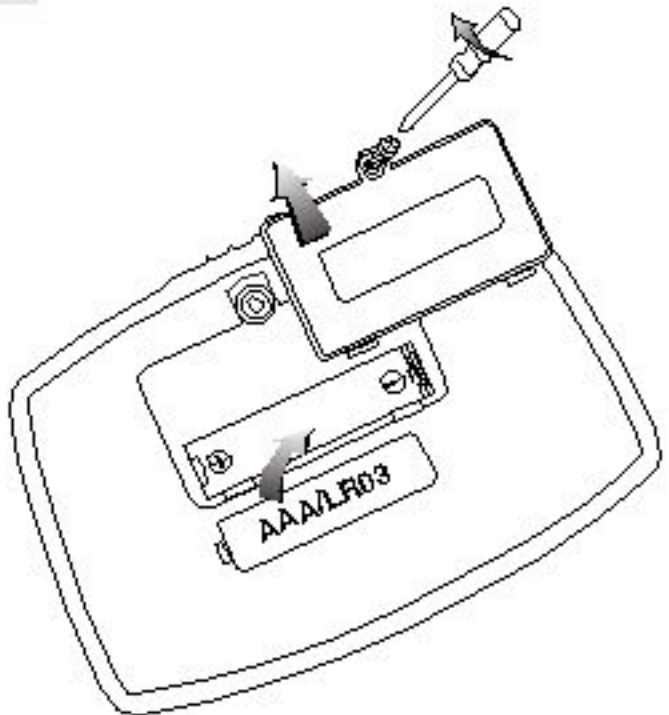
LINKING

Your game comes with the innovative new one-touch linking system. This allows you to race against another player playing on a different game. Both players race separately then compare their finishing times. Here is how to go head-to-head:

- 1.Each player must select the same track to race on.
2. You will both race separately on your own game. Press the ACCELERATE button to start your race and have the other player do the same. After both races are completed, it is time to compare track times and see who was the fastest!
3. Once the races are complete, touch the 2 units together so the link port on the top of one unit is touching the link port on the other. While holding the 2 units together, press the LINK button on BOTH units. Then on either unit press the ON/START button.
4. You will then see a brief animation of 2 cars racing on a track as the 2 track times are compared. The word WINNER will appear on the game unit with the fastest time and that player is dedared the winner of the race.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. Unscrew the cover, then push the cover in the direction of the arrow. Insert 1"AAA" /LR03 batteries (not included), making sure to align "+" and "-" as shown and close the battery compartment.



CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

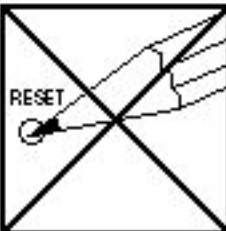
- Do not mix old and new battery.
- Do not mix alkaline, standard or rechargeable battery.
- Battery installation should be done by adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable 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.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.



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.

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 part. Instead, write to us at:

TIGER ELECTRONIC, LTD. REPAIR CENTER
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your 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 US\$ 7.00. 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.
1000 N. Butterfield Road, Unit 1023
Vernon Hills, IL 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.

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