

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\$8.00 payment for the repair service.

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980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

PRINTED IN HONG KONG

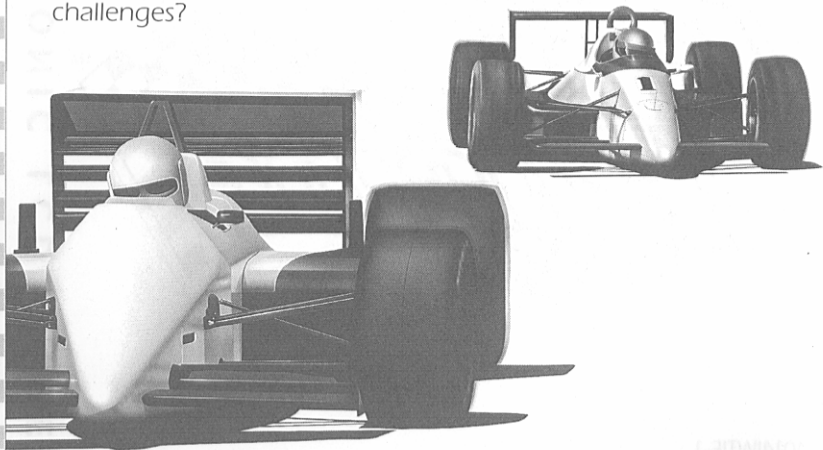
MODEL 74-014



74014IWTIE-1

ULTIMATE CHALLENGE

No racer or stuntman, has ever had a driving challenge like this one! It's daredevil excitement at its best as you take on obstacles and other drivers! The greatest obstacle any driver can have is their own fear...Are you willing to take on these ultimate driving challenges?



PRECISE SKILL

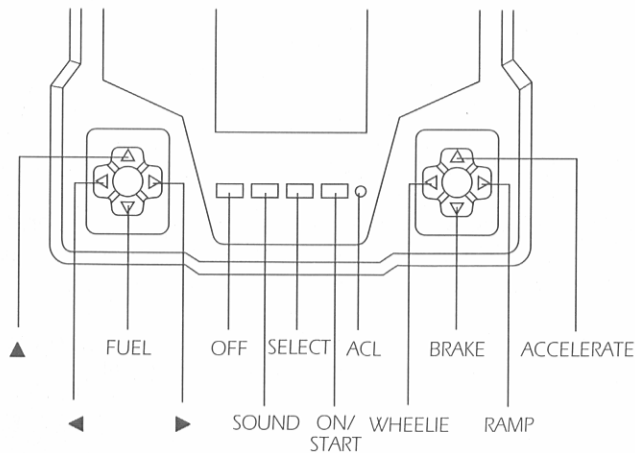
If you are skilled enough, you will race in all 9 stages with a total of 99 separate obstacle courses! Each stage has 7 to 15 separate courses. You race directly from one course to the next.

The game pauses as you complete each stage. But there is no pause between race courses within stages. As you complete a course, the course number will change and you will enjoy a few seconds of "straightway" driving before new obstacles begin.

This is a race against time as well as against obstacles and other drivers. There is a time limit for each stage. If you don't finish a stage before the timer expires, the game is over.

You WIN the game by completing all 9 stages. When you WIN, you are presented with a daredevil winner's trophy.

NERVES OF STEEL



- ON/START - to turn on the unit.
- to start the game.
- to start each stage.
- SELECT - to select the display mode: SCORE, RACE POSITION, TIME REMAIN, and SPEED/MPH.
- SOUND OFF - to control sound: on or off.
- to turn off the unit.
- WHEELIE - to do a wheelie to drive your car through narrow openings.
- RAMP - to drive your car onto a ramp to jump over barrels.
- ACCELERATE - to accelerate.
- BRAKE - to brake.
- FUEL - to refuel your car when you pull into a gas station.
- "▲" - to JUMP to enter the LOOP-DE-LOOP.
"▶" - to turn RIGHT.
"◀" - to turn LEFT.
- to pull into a gas station.

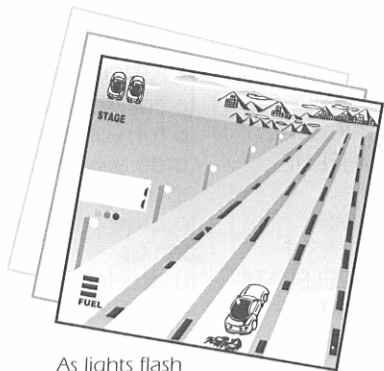
Press the ON/START button to turn on the unit. You will hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to begin stage 1. The stage number is displayed on screen.

Remember, the game only pauses between stages and not between courses within a stage! After you complete each stage, press the ON/START button to begin each new stage.

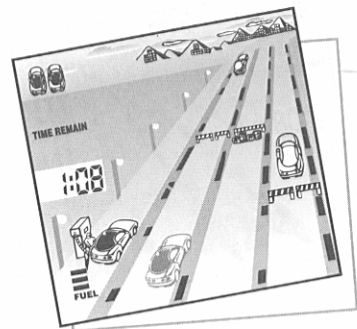
If you crash 6 times in any stage, the GAME IS OVER. If you fail to complete a stage before the stage timer expires, the GAME IS OVER. If you run out of gas, the GAME IS OVER.

When you enter a new course, COURSE NUMBER will appear on screen. Other on-screen indicators are: STAGE NUMBER, TIME REMAIN, RACE POSITION, SPEED, RAMP SQUEEZE, and FUEL.

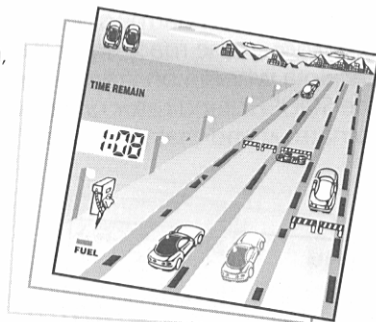


As lights flash on at left, accelerate!

When FUEL light blinks on screen, pull into a gas station to refuel. Then press the FUEL button to refuel! You will see gas stations periodically. Remember, if you run out of gas, you lose!

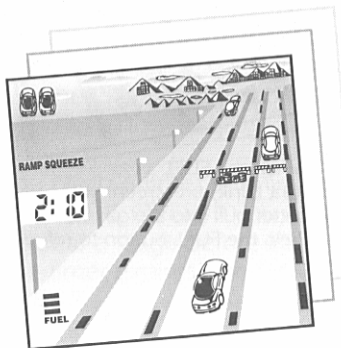


Game pauses while you refuel.



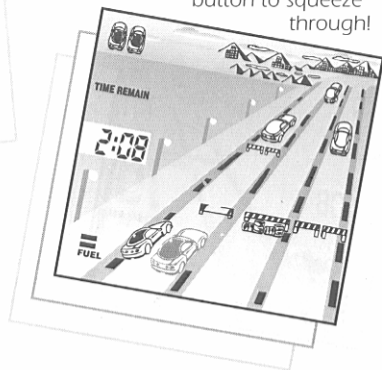
When the FUEL light blinks on screen, you better pull into the gas station! Press the FUEL button to refuel!

When the road narrows, you must fit your car through small openings in the road. Press the WHEELIE button to make your car do a wheelie on its side wheels to squeeze through! Look for the SQUEEZE indicator on screen that indicates the road is about to narrow and that it's time to "wheelie"!

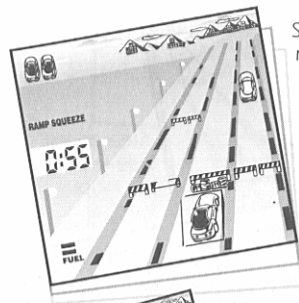


Road narrows.

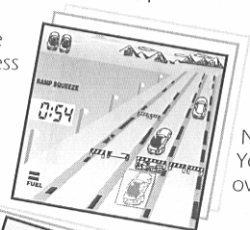
Press the wheelie button to squeeze through!



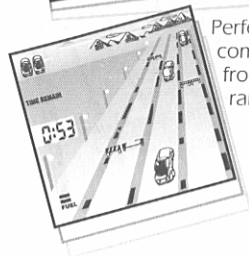
You will sometimes see BARRELS set out in the road. You have to jump over them! To do it, you must drive your car onto RAMPS. Press the RAMP button to enter the ramp when it appears. If you miss a ramp, you'll crash into the barrels. (Crash!) Look for the RAMP indicator on screen to let you know a ramp is coming up!



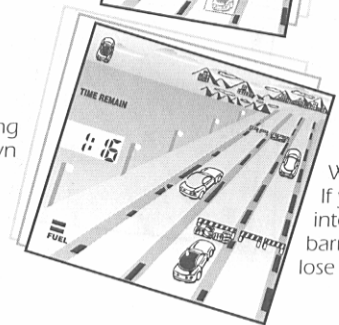
Steer onto the ramp and press the RAMP button to drive up the ramp!



Nice work! You're jumping over barrels!

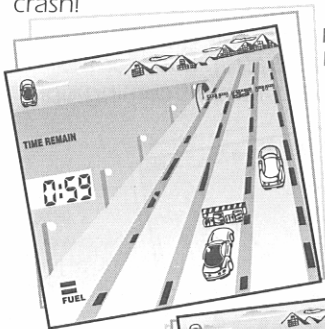


Perfect landing coming down from the ramp!

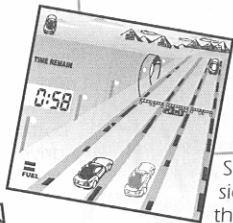


Watch out! If you smash into the barrels, you'll lose a chance!

You must also STEER onto LOOP-DE-LOOPS. If you don't, you'll crash!

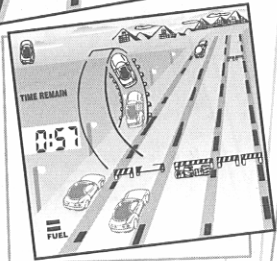


Paths are full of LOOP-DE-LOOPS!

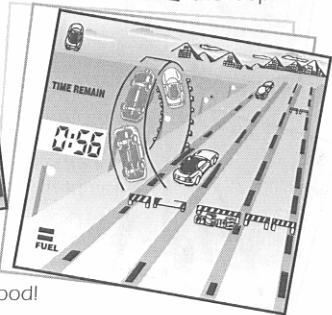


Steer to left side to enter the loop!

To drive on the loop, press "▲" button again - or else you'll crash!



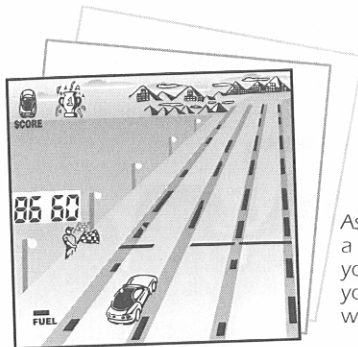
Perfect loop!
Hey, you're good!



Also look out for OTHER CARS!

As you complete a stage, your POSITION for that stage is shown, followed by your score. After a GAME OVER, the time remaining followed by your score is shown.

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



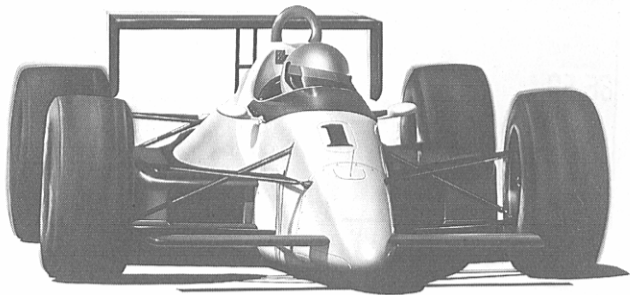
As you complete each stage, a man waves a flag. When you complete all 9 stages, you are awarded the winners TROPHY!

Points

You will be awarded 10 POINTS for each second left on the timer at the end of each stage.

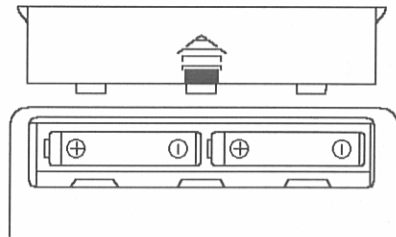
Bonus Scoring: If you finish 1st, 2nd or 3rd in any stage, you will be awarded bonus points:

- 100 bonus points for 3rd place stage finish
- 300 bonus points for 2nd place stage finish
- 500 bonus points for 1st place stage finish



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.



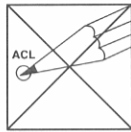
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



CACACACAUTION



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.

DDDDDEFECT 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.

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\$8.00. 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