



# INSTRUCTION

## 1. GAME STORY - EARN VICTORY WITH DALE EARNHARDT!

What a car! It's a new Tiger racing game based on one of NASCAR's most classic and daring racers of all time, Dale Earnhardt. The unit is shaped like Earnhardt's famous #3 race car, complete with accelerator pad, brake pad, and steering column! When you choose to race as Dale Earnhardt, you'll inherit Dale's great ability to bump into other cars with little damage being done to your own car! Or, you can choose another car with other characteristics!

You'll also hear great sound effects, including screeching brakes, the sound of your motor accelerating, the sound of squealing tires as you go around a tight curve, and the sound of metallic crunch when your car smashes into a curve or another car!

## 2. OBJECT OF THE GAME - THE POWER OF THE RACE!

You will be awarded by the NASCAR scoring system of awarding points for every lap won! There are three different game modes:

### GAME MODE 1: -- NASCAR SEASON!

Choose to race a full NASCAR season of 32 races, that includes racing on 21 different oval tracks a season, just like Dale does! Have the most points after 32 races and you are the NASCAR champion! No time extensions.

### GAME MODE 2: -- MARATHON DESTINY!

You can run 100 races -- but you only get to advance if you finish 1st, 2nd, or 3rd in a race! Complete all 100 races to become champion! No time extensions. You will automatically advance from race to race -- you will see the map of next track appear on screen. Press the START button to begin each new race!

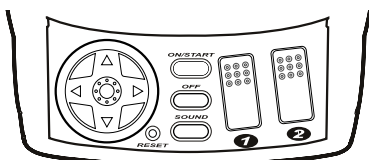
### GAME MODE 3: -- GEOGRAPHIC CHALLENGE!

Short track racing divided into 10 geographic locations, one race per location. Finish 1st in all 10 geographic locations to become champion. Racing in this mode takes you off the well groomed, paved courses that Dale Earnhardt made famous -- and includes nitty, gritty, dirt surfaces from the wilder NASCAR tracks, as well as paved tracks. So race with caution -- and prepare to get dirty! The 10 geographic regions are:

- \* Pacific Coast
- \*\* Great West
- \*\*\* Sunbelt
- \*\*\*\* Blue Ridge
- \*\*\*\*\* Atlantic Seaboard
- \*\*\*\*\* Northeast
- \*\*\*\*\* Heartland
- \*\*\*\*\* New England
- \*\*\*\*\* Mid-America
- \*\*\*\*\* Midwest

You will automatically advance from location to location -- with the location appearing on screen before the next race begins. Press the START button to begin each new race! You will also have "Time Extensions": Each of the geographic races must be completed within a given time limit: You lose time when you crash. Each time you reach a "CHECKPOINT", 8 additional seconds are added to your timer.

## 3. HOW TO PLAY - "START YOUR ENGINES!"



### ON/START

- to turn on the unit.
- to start the game.
- to start each race.



## SOUND

- to control sound: on or off

## OFF

- to turn off the unit.



- to steer left.
- to move the cursor in name editor before race begins.



- to steer right.
- to move the cursor in name editor before race begins.



- to shift to higher gear (in manual transmission) during race.
- to type higher letters for your name before race begins.
- to toggle between the 3 racing modes (NASCAR SEASON, MARATHON DESTINY, GEOGRAPHIC CHALLENGE) before race begins.
- to toggle different race cars before races begin.



- to shift to lower gear (in manual transmission) during race.
- to type lower letters for your name before race begins.
- to confirm your racing mode before race begins.
- to toggle different race cars before races begin.

## ACCELERATOR

- to go faster.
- to confirm the completion in your name before race begins.

## BRAKE

- to brake.

## RESET

- to reset the game if your unit malfunctions.

Press the ON/START button to turn on the unit.

## ENTER YOUR NAME

The "NAME" screen will appear. Type in your name, using the "▲" button to move higher in the alphabet and "▼" button to move lower in the alphabet.

As you select each letter in your name, use the "►" key to move the cursor right or use the "◄" key to the left.

When you have entered in your whole name, press the ACCELERATOR key to enter game selection mode.

## RACE SELECTION

After selecting your car, the default mode of NASCAR season flashes on screen. Use the "▲" and "▼" buttons to move between the three choices of races: NASCAR SEASON, MARATHON DESTINY, and GEOGRAPHY CHALLENGE.

## SKILL LEVEL

The default skill level of EASY flashes on screen. Press the "▲" and "▼" buttons to move the choice between the three skill levels of EASY...MEDIUM...EXPERT.

## CAR SELECTION

Use the "▲" and "▼" buttons to move through your choice of race cars:

### -- Car #3

The default car is Dale Earnhardt's famous #3. This car has Dale's ability to bump into other cars without losing control of your own car!



### -- Car #1

While all cars have to pit, this car gets in and out of the pit faster than any other car!



### -- Car #2

This car is the fastest -- but it's also the weakest when hit by other cars!





-- Car #4

Good all-around car. Handles well. Good shocks. Good overall speed. While not the best performer in any specific category like the cars above, it is the car that is most consistently dependable in all the performance levels.

Use the ON/START button to confirm the car of your choice.

Press the "ON/START" button to confirm your choice of race!

#### AUTOMATIC OR MANUAL GEAR SHIFTING

After selecting your skill level, "auto" will flash on screen. Press the "◀" and "▶" buttons to move between these two choices.

If you choose "Auto", then you merely use the ACCELERATOR button to increase speeds. If you choose "Manual", you will use the "▲" button to shift higher and the "▼" button to shift lower during racing.

Although "Manual" is more work, you will be able to achieve higher speeds with it than you can attain in "auto" mode.

Then press the ON/START button again to begin the race!

Throughout the race, your time remaining, your mph, and your laps will appear on screen. You have to complete each race within the given time limit or receive a game over.

In a race with AUTOMATIC SHIFTING, you just use your "◀" button to steer LEFT and your "▶" button to steer RIGHT. You press ACCELERATE to go faster and BRAKE to slow down.

In a race with MANUAL SHIFTING, in addition to the controls above, you use the "▲" button to shift to higher gear and the "▼" button to shift to lower gear.

Always be sure to BRAKE when you need to steer into a PIT stop.

#### TIME EXTENSIONS

In NASCAR SEASON and MARATHON DESTINY, there are no time extensions. Points are awarded only for laps completed. But in the GEOGRAPHIC CHALLENGE, there are no laps -- only checkpoints. Each time you make it to a checkpoint, you get both points and 8 extra seconds of time.

If you run out of time before completing a race, you receive a GAME OVER.

When the "PIT" indicator lights up, pull into the pit to refuel and change your tires. Don't forget to PIT or you will suffer the consequences!

At the end of a race, your number of laps completed will appear on screen and your position out of 30 cars is shown on screen. Your POINT total also changes after each race.

Press the START button to start each new race!

Press the OFF button to turn off the unit.

The unit also shuts off automatically after 3 minutes of no racing.

#### 4. SCORING - NASCAR SCORING SYSTEM

At the end of the race, your position out of 30 cars will appear on screen. In each race, drivers are awarded points. Each driver that leads a lap during the race is awarded 5 bonus points. The driver that leads the most laps is awarded an additional 5 bonus points.

In the GEOGRAPHIC CHALLENGES (game mode 3), rather than points per lap -- the same points are awarded for reaching each "checkpoint".

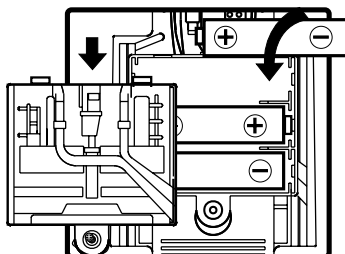
#### 5. INSERTING THE BATTERIES

Using a Philips® screwdriver, loosen the screw on the battery compartment door located on the bottom of the unit.

Remove the battery compartment door. Insert 3 x "AA/1R6" batteries, making sure to align the "+" and "-" signs.

Replace the battery compartment door and screw.

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 BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN 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 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.

#### 6. CAUTION / DEFAULT 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 ELECTRONICS, 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.

#### 7. 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\$13.50. 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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## Cuddly version of one of the stars from the Pokémon movie Mewtwo Strikes Back!

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