

# DIRT TRACK GO KARTING

## 1 THE GO KARTING STORY

It's time to race your Go Kart to victory! You're behind the wheel—but the challenge is immense! You're competing against time as well as the other Go Kart racers! Be on guard for tires in the road and dirt tracks sprayed in your face!

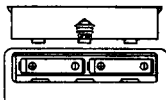
This is survival of the fittest—where only the fastest survive!

## 2 INSERTING THE BATTERIES

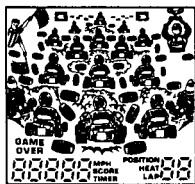
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

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 can be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



For proper function:  
DO NOT MIX OLD AND NEW BATTERIES  
DO NOT MIX ALKALINE/STANDARD  
(CARBON-ZINC) OR RECHARGEABLE  
(NICKEL-CADMIUM) BATTERIES

## 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.

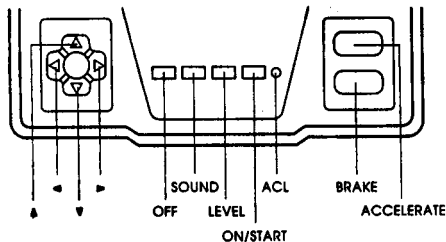
Replace batteries at the first sign of erratic operation.

## 4 THE OBJECT OF THE GAME

First you must compete in the time trials! If you make it through the time trials, then you move on to the first heat! If you make it through the first heat, you move on to the second heat! If you make it through the second heat, you advance to the third heat!

If you are among the top six finishers in the third heat, you will receive a trophy! Finish first and you are the champion!

## 5 CONTROL GUIDE



### ON/START

- To turn on the unit.
- To start the time trial.
- To start each heat.

### LEVEL

- To select level: JUNIOR
- NOVICE
- EXPERT

### SOUND

- To control sound: on or off.

### OFF

- To turn off the unit.

### "<"

- To steer left.

### ">"

- To steer right.

### "A"

- To steer back to center position.

### ACCELERATE

- To speed up.

### BRAKE

- To brake.

## 6 SPECIAL FEATURES

- Your own Go Kart
- Position counter
- Heat counter
- Lap counter
- MPH Indicator
- Timer
- Maximum score retained
- Built-in melody
- Sound on/off control
- Built-in automatic power-off timer (game shuts itself off) after about 3 minutes of non-use).

## 7 GAME SUMMARY

You begin by competing in the time trial.

If you survive the time trial, then you move on to the first heat. Your position in the first heat is determined by how well you do in the time trial.

There is a time limit for the time trial and each heat. If you can't finish the time trial or a heat within the time limit given, then the GAME IS OVER.

The GAME IS ALSO OVER if you don't finish a heat within one of the top six positions! (But unlike the heats, don't worry about your position in the time trial—just finish it within the given time limit!)

If you make it to the second heat, your position for the second heat is determined by your finish in the first heat.

If you make it to the third and final heat, your position for the third heat is determined by your finish in the second heat.

If you can finish in the top six positions in the third heat, you will receive a trophy. If you finish in 1st place in the third heat, you are the champion!

In each of the three heats, you will score points for passing another Go Kart! You will also score points if you finish a heat in the top six positions. The higher your finishing position in a heat, the more points you'll score!



The game begins with a time trial. The time trial determines your starting position in the first heat!



If you can't finish the time trial within the time limit, you will lose the game (GAME OVER). So do your best to finish in the highest possible position!



After the time trial, you race in the first heat! Don't forget to keep an eye on the MPH indicator. It tells you how fast you're going!



Watch out for tires in your path as well as clouds of dust stirred up by other karts! Steer clear of both of these obstacles! If you don't, you could lose control of your car and go sideways into a crash!



As you move faster to pass more Go Karts, you'll score more points for each kart you pass! Just moving faster won't score you points—you've got to pass other karts!



You'll see two different flags as you race! A solid flag appears as you begin the final lap of a heat—and a checkered flag appears when you finish a heat!

## 8 HOW TO PLAY

Press the ON/START button to turn on the game. You'll hear an "On" beep and the maximum score is displayed. Skill level (-1) is also displayed.

Use the LEVEL button to select the skill level you wish to play:

LEVEL 1 - JUNIOR  
LEVEL 2 - NOVICE  
LEVEL 3 - EXPERT

Then press the ON/START button again to start the game! You begin, of course, with zero score.

Control your Go Kart using the following buttons:

PRESS "◀" TO STEER LEFT.

PRESS "▶" TO STEER RIGHT.

PRESS "▼" TO STEER BACK INTO THE CENTER POSITION.

PRESS "ACCELERATE" TO SPEED UP.

PRESS "BRAKE" TO BRAKE.

You begin racing in the TIME TRIAL. The game consists of 1 time trial and then 3 heats:

### TIME TRIAL

You compete against the timer for positioning! This is a preliminary round. There is no scoring in the time trial. The drivers with the fastest times are awarded front positions for the first heat!

### FIRST HEAT

The first heat is 10 laps long. Your starting position in the first heat is determined by how well you performed in the time trial!

### SECOND HEAT

The second heat is also 10 laps long. Your starting position in the second heat is determined by your racing results (how well you performed) in the first heat!

### THIRD HEAT

The third and final heat is 20 laps long. Once again, your starting position is determined by your order of finish in the previous heat! You receive a trophy and score points when you finish in the top six positions in the third heat! The higher your position, the more points you score! (See scoring summary below.) If you finish in the first position, you score the most points—and are the champion! The game pauses after the time trial and after each heat. When you enter the final lap of a heat, you'll see a solid flag! When you finish a heat, you'll see a checkered flag!

Press the ON/START button to begin the next heat when you are ready!

The racing gets more difficult as you move from heat to heat. (The third heat is the hardest heat and the first heat is the easiest.) You also increase your challenges by choosing a higher skill level!

Try to complete each heat as quickly as possible! You score points each time you pass another GO KART racer! You also score points based on your finishing position in each heat!

### SCORING

For Skill Level 1 (Junior):

- 100 POINTS FOR PASSING A KART
- 10000 POINTS FOR POSITION 1 AT END OF A HEAT
- 5000 POINTS FOR POSITION 2 AT END OF A HEAT
- 3000 POINTS FOR POSITION 3 AT END OF A HEAT
- 2000 POINTS FOR POSITION 4 AT END OF A HEAT
- 1000 POINTS FOR POSITION 5 AT END OF A HEAT
- 500 POINTS FOR POSITION 6 AT END OF A HEAT

For Skill Level 2 (Novice):

- 200 POINTS FOR PASSING A KART
- 20000 POINTS FOR POSITION 1 AT END OF HEAT
- 10000 POINTS FOR POSITION 2 AT END OF HEAT
- 5000 POINTS FOR POSITION 3 AT END OF HEAT
- 3000 POINTS FOR POSITION 4 AT END OF HEAT
- 2000 POINTS FOR POSITION 5 AT END OF HEAT
- 1000 POINTS FOR POSITION 6 AT END OF HEAT

For Skill Level 3 (Expert):

- 300 POINTS FOR PASSING A KART
- 30000 POINTS FOR POSITION 1 AT END OF HEAT
- 20000 POINTS FOR POSITION 2 AT END OF HEAT
- 10000 POINTS FOR POSITION 3 AT END OF HEAT
- 5000 POINTS FOR POSITION 4 AT END OF HEAT
- 3000 POINTS FOR POSITION 5 AT END OF HEAT
- 2000 POINTS FOR POSITION 6 AT END OF HEAT

### GAME OVER

There are two ways to receive a game over:

- If you exceed the given time limit for the time trial or a heat;
- or if you are not among the top six finishers of a heat.

### GIVEN TIME LIMITS

TIME TRIAL 30 SECONDS  
HEAT 1 150 SECONDS  
HEAT 2 150 SECONDS  
HEAT 3 250 SECONDS

### PASSING OTHER KARTS

In order to pass another GO KART, you have to attain a certain speed:

SKILL LEVEL 1 20 MPH  
SKILL LEVEL 2 40 MPH  
SKILL LEVEL 3 50 MPH

### OTHER THINGS TO WATCH

Keep an eye on your SPEEDOMETER to observe your speed!  
Keep an eye on your POSITION COUNTER to observe your position!  
Keep an eye on your LAP COUNTER to observe which lap you're in!

After a GAME OVER, press the ON/START button to start a new game from the same skill level, or press the LEVEL button to select a new skill level.

After you've selected a new skill level, then press the ON/START button to start the new game!

Press the SOUND button at any time during a race to drive in silence. Press it again to regain all the sounds of the track!

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

## 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 about the problem. Also include a 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\$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 RECEIVE SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER FOR 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 sturdy carton with plenty of newspaper, foam or other padding 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.