

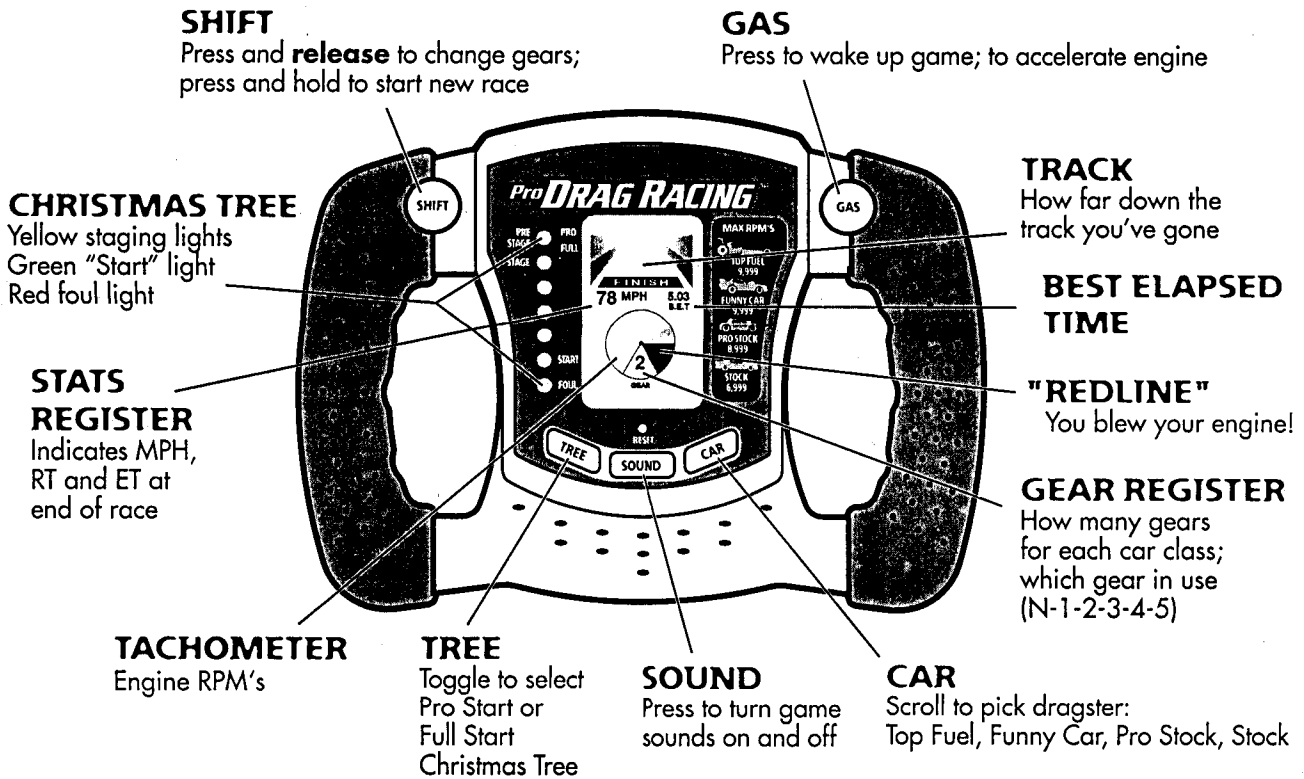
ELECTRONIC HAND-HELD GAME

Pro DRAG RACING™

For 1 player / Age 9 and up
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 U.S. Patent No. 4,373,722. Printed in China.

IMPORTANT!
IF THIS PRODUCT MALFUNCTIONS,
PUSH IN "RESET" BUTTON OR TRY
NEW BATTERIES.

A Look at Your Game Unit



The World of Drag Racing!

Don't blow your engine! Grab the wheel and get ready for the thrill and challenge of a white-knuckle race to the finish! With the realistic sounds and vibration, you'll feel like you're in the cockpit of a nitro-powered dragster! Choose your car, choose your "tree"...then try to beat the Best Elapsed Time on record!

Object





Can you race your dragster to a record finish? You're racing against the posted times of pro drag racers in four car classes. Can you beat the top times posted on our Race Stats chart—and set new records?

Racing Tips

- For the Best Elapsed Time, you want to make a quick start—but not too quick, or you'll be disqualified!
- Shifting techniques make the difference between breaking a record—and blowing your engine!
- If you "rev" your engine too high (over the redline) you'll blow your engine!
- Peel-out sound and "smoke" on your screen mean your RPM's were too high when you shifted and you have poor traction. Back off on the **GAS** some.
- **WARNING:** Vibration means you're near the redline—and may blow your engine!

The 4 Car Classes

Each car has its own tachometer scale ("tach") because the maximum number of RPM's (engine revolutions per minute) and the number of gears change with each. You must remember which class you are driving—and its RPM's and number of gears—to make the best time!

	Class:	Target MPH:	Max. RPM's:	Gears.
	Top Fuel	320	9999	3
	Funny Car	315	9999	3
	Pro Stock	200	8999	5
	Stock	130	6999	4

Which Christmas Tree?

The seven Christmas Tree lights light up top to bottom, like this: First the top yellow Pre-stage light comes on. Next, the second Stage light.

If you chose Pro Start, the next three yellow lights come on—then go off—all at once. Then the Green light comes on.

If you chose Full Start, the three lights come on in sequence, top to bottom—then the Green light comes on. Your Reaction Time measures the time between the last yellow light(s) and your leaving the starting line. A "perfect" Reaction Time is .4 seconds. If your time is less than .4, the Foul light comes on. So when you see green, GO!

You're Ready to Race!

- 1. Wake up the Game:** Press **GAS**.
- 2. Select a Car Class:** Press and release **CAR** to scroll through the four choices: Top Fuel, Funny Car, Pro Stock and Stock. Stop at the car you want. Look at the game label to see what the maximum RPM's are for this class engine. Check the **GEAR REGISTER** to see how many Gears you'll shift through. On the screen, the scale around the outside rim of the tachometer—and the "redline" area—will change for each car class.
- 3. Select your Christmas Tree:** Use the **TREE** button to toggle between and select Pro Start or Full Start.
- 4. READY! Engine Warm-up:** While in Neutral, press **GAS** to hear the engine "rev."
- 5. SET!** Press and hold **SHIFT** to start a new race. The Gear will reset to Neutral and the Christmas Tree Pre-stage and Stage lights will come on. As the three "tree" lights light, be ready to start your race...
- 6. GO!** When the green light comes on, **release SHIFT** to shift into first. You must shift before the RPM's reach the redline. Let up on (release) the **GAS**, press and quickly **release SHIFT** then give it more **GAS**. (Racing Tip: You must **release SHIFT** to engage the next gear.) Continue to **SHIFT** and **GAS** up through your gears.
- 7. Finish:** The race is over when you see **FINISH** on the screen and hear the "poof!" as your parachute opens to slow down your car!
The game will automatically show you your stats for this race.

Your Race Stats

At the end of each race, these stats appear automatically: RT (reaction time), ET (elapsed time) and MPH (maximum miles per hour) for that race.

- Reaction Time:** How fast did you react to the green light?
- Elapsed Time:** How long did the entire race take? If you hear the crowd, you've made the **Best Elapsed Time**—and beat the champ's record, or your own previously set record for that car class. You're a winner! Time is shown in seconds. Check the Race Stats Log to compare your performance to the champ's record for Best Elapsed Time. How did your race compare to the pro's?
- MPH:** How fast were you going when you crossed the finish line? Example: 247 equals 247 miles per hour.

To Start a New Race

- Same Car Class:** Press and hold **SHIFT**.
- Another Car Class:** Press **GAS** or **CAR**. Now follow the steps in the "You're Ready to Race" section.

Race Stats Log

Here are the posted times for all four car classes, for the Pro and Full Christmas Trees. If you're slower than the Eliminator Round time, you need to work on your driving skills! If you meet or beat Quarter-Final Round times, you've qualified for serious racing.

Tree	Eliminator Round		Quarter-Final Round		Semi-Final Round		Final Round	
	Pro	Full	Pro	Full	Pro	Full	Pro	Full
Top Fuel	4.97	4.77	4.82	4.62	4.67	4.47	4.52	4.32
Funny Car	5.54	5.18	5.39	5.03	5.24	4.88	5.09	4.73
Pro Stock	8.41	7.98	8.26	7.83	8.11	7.68	7.96	7.53
Stock	9.90	9.45	9.75	9.30	9.60	9.15	9.45	9.00

Note: The first time you hear the crowd cheer is when you qualify for the Quarter-Final Round.

Replacing the Batteries

This game is powered by two AA-size batteries. Install new batteries as follows:

1. Loosen the screw and remove the battery cover and old batteries.
2. Insert the new batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.
3. Replace the battery cover and tighten the screw.

CAUTION: To Avoid Battery Leakage

- Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Always remove weak or dead batteries from the product.

Maintenance

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in the **RESET** button, or remove and replace the batteries to reset the computer.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915, or phone 978-921-3500.



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