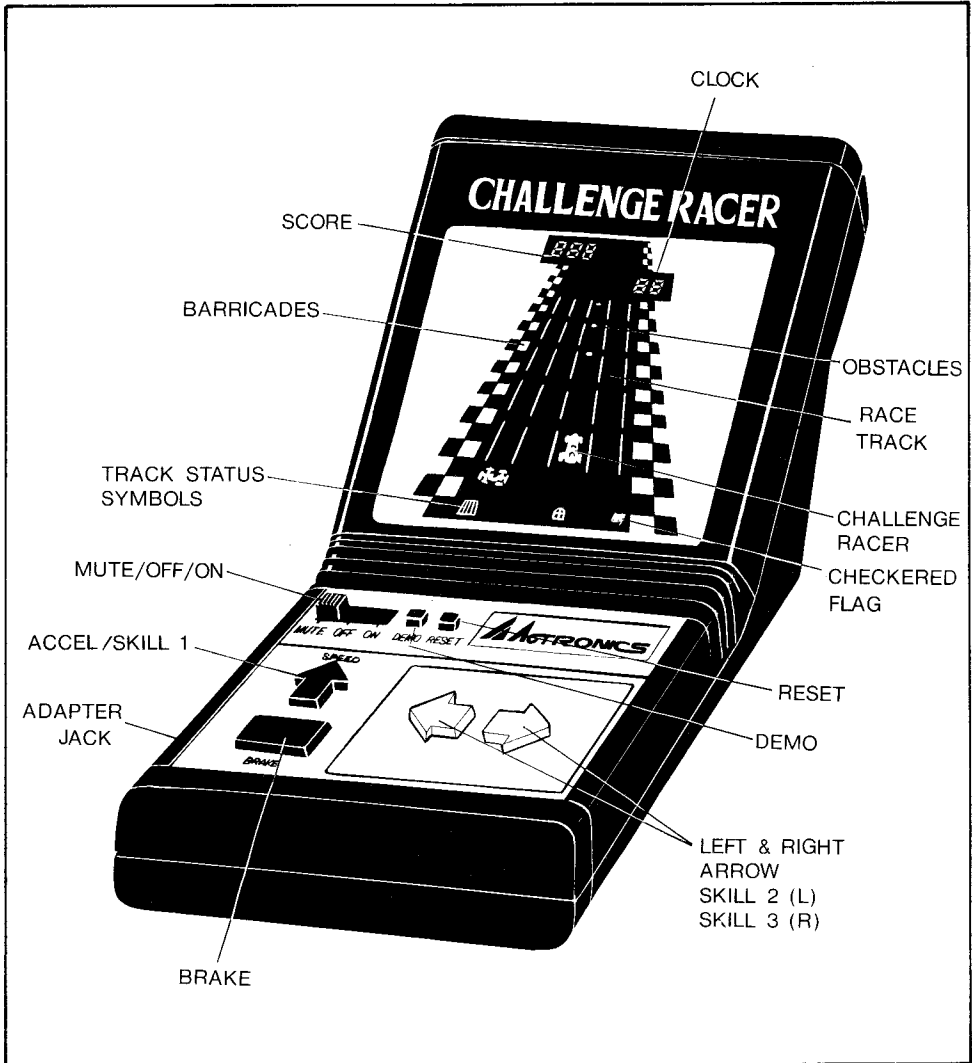




ACTRONICS HAND HELD GAME

CHALLENGE RACER™

ELECTRONIC GAME



1. USING BATTERIES

Press cover on back of game where marked and slide in direction of arrow. Insert 4 'C' batteries in positions indicated inside battery box and replace cover. Alkaline batteries last longer giving you more playing fun.

USING AC ADAPTER

When playing indoors, you can use an AC adapter. Before inserting AC adapter into jack on side of game, be sure to remove the batteries. Remove adapter when play is finished.

Adapter Specs: 6 VDC, 400 mAmps, 2.6 mm ϕ male plug,
positive center

2. OBJECT of the GAME

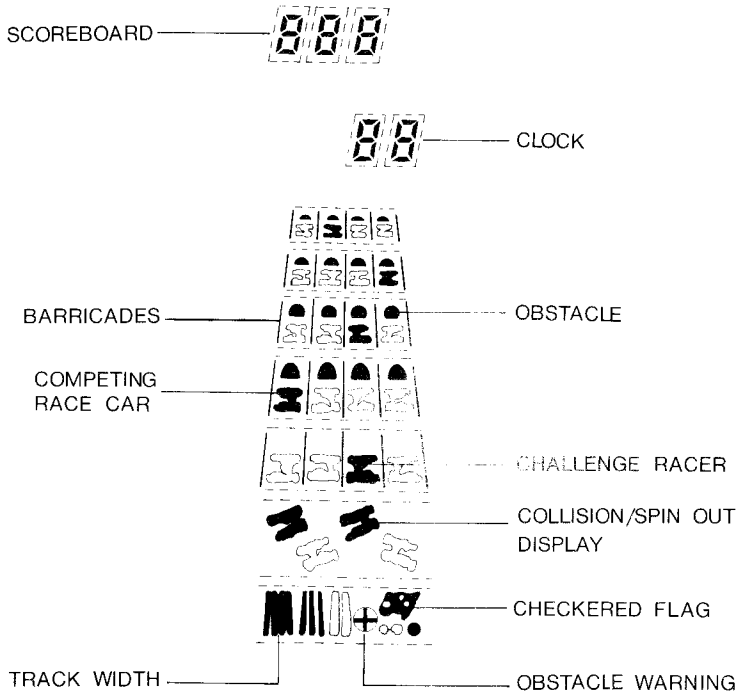
To gain as high a score as possible by skilfully maneuvering CHALLENGE RACER along the track avoiding collisions with other race cars, barricades and obstacles as you race against the clock.

Game ends when you run out of time on the clock.

3. CONTROL BUTTONS

- A. MUTE/OFF/ON switch – Slide this switch to ON (on with sound effects) or MUTE (on without sound effects) to light the race track.
- B. ACCEL - Control the speed of your race car with this button. Press to accelerate, release to slow down.
- C. BRAKE button – Press to keep CHALLENGE RACER from getting into time consuming collisions.
- D. LEFT & RIGHT arrow buttons – Push these buttons to move CHALLENGE RACER to the lanes on the left and right respectively.
- E. RESET button – Push to reset SCORE and CLOCK displays to 0 after game ends.

- F. DEMO button – With this button depressed, slide the MUTE/OFF/ON switch to either MUTE or ON to see an instructive demonstration game showing how to play CHALLENGE RACER. Before demonstration game begins, all symbols on display light up in sequence.



4. TRACK DISPLAY

The display is a simulated race track varying between two to four lanes in width complete with obstacles and competing race cars that get in CHALLENGE RACER's way and barricades marking the track width.

- A. CHALLENGE RACER – You are the driver of CHALLENGE RACER, the first car to appear on the track when the race begins.
- B. Competing Race Cars – These appear at the top of the display and move down and off the display as you catch up with and pass them.

- C. Obstacles – These appear from time to time on the track after the obstacle warning symbol lights up in the track status display (see Track Status Symbols).
- D. Barricades – There is always one set of barricades on the right side and one set on the left side of the race track showing the width of the track. Track width varies during the race.
- E. Collision/Spin Out Display – This appears below the race track and lights up each time CHALLENGE RACER collides with another race car or barricade.
- F. Track Status Symbols – These three sets of symbols appear at the bottom of the display.
 - 1) Track Width – Track width display is on the far left showing the width of the track, between two to four lanes. This display is lit throughout the race and warns of changes in track width shortly before the barricades shift.
 - 2) Obstacle Warning – This symbol appears in the center of the track status display and lights up shortly before obstacles appear on the track.
 - 3) Count Down & Checkered Flag – Before the race begins the count down symbols light up in sequence with sound. The checkered flag lights when the count down is finished and remains lit throughout the race.
- G. SCOREBOARD – The scoreboard keeps a continuous record of CHALLENGE RACER's score, that is, the track distance you have covered.
- H. CLOCK – The clock counts down showing how much time is left in the race.

5. SKILL LEVELS

Play CHALLENGE RACER at one of three skill levels.

Skill Level 1 : Clock counts down at normal speed and relatively few race cars and obstacles appear on the track. Push ACCEL button to set to Skill Level 1.

Skill Level 2 : The clock count down speed is the same as Skill Level 1, but more cars and obstacles appear on the track. Push LEFT ARROW button marked '2' to set to Skill Level 2.

Skill Level 3 : Clock counts down twice as fast as on Skill Levels 1 & 2. Push RIGHT ARROW button marked '3' to set to Skill Level 3.

6. PENALTIES

1. Collisions with other Race Cars – When you collide with other cars, CHALLENGE RACER spins off the track losing valuable seconds of time before returning to the track.
2. Running into a Barricade – This is the same as colliding with another race car.
3. Hitting an Obstacle – When you hit an obstacle, CHALLENGE RACER stays on the track but is shifted into another lane and slowed down. You keep building up score points, but more slowly.

7. HOW TO PLAY

Slide the MUTE/OFF/ON button to ON or MUTE. Then select the skill level by pushing ACCEL button for Skill Level 1, LEFT ARROW button for Skill Level 2, or RIGHT ARROW button for Skill Level 3. The track width symbol appears at the bottom of the display and the count down starts. When the checkered flag appears, the race begins and the clock starts the count down.

Press the ACCEL button to build up CHALLENGE RACER's score faster, but be careful to avoid collisions with other race cars, running into barricades and hitting obstacles – all penalties that cost you valuable time in your race against the clock.

Skilfully use the ACCEL and BRAKE buttons to achieve the highest score while keeping an eye on the track status symbols as they warn you of changes in track width and on coming obstacles.

Skilful drivers with high scores get extra time in which to build up even higher scores. When race ends, push the RESET button and the SCORE and CLOCK will reset to 0. Set the Skill Level the same as above to start a new race.

See how high a score you can gain. Play against your friends to see who is the Race Track Champion.

8. SCORING and RACE TIME

You gain score points for the track distance you cover. You have a count of 90 on the CLOCK at the start of each race. For each 100 points of score, you get an additional count of 60 in the time CLOCK. The higher your score, the longer the race.

Once you reach the maximum displayable score of 999, the scoreboard resets to 000 and the race continues.

9. CARE of YOUR GAME

- A. Treat your game as you would a calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store game.
- F. Do not unscrew back. There are no user-serviceables.
- G. Remove batteries before using the Adapter.
- H. Unplug the adapter when not in use.

10. NOTE on BATTERIES

BATTERY LIFE: Be sure to turn your game OFF whenever it is not in use.

If display becomes erratic replace the batteries with fresh ones.

IMPORTANT:

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.