

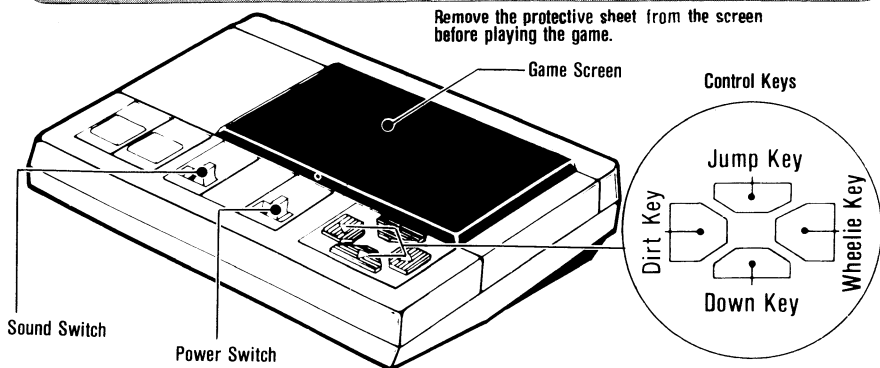
GRANDSTAND

FLYER BMX

INSTRUCTION BOOK

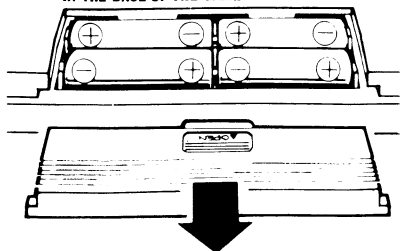
PLEASE READ CAREFULLY BEFORE USE

THE PARTS AND HOW TO WORK THEM



INSERTION OF THE BATTERIES

THE BATTERIES ARE FITTED IN THE COMPARTMENT IN THE BASE OF THE GAME.



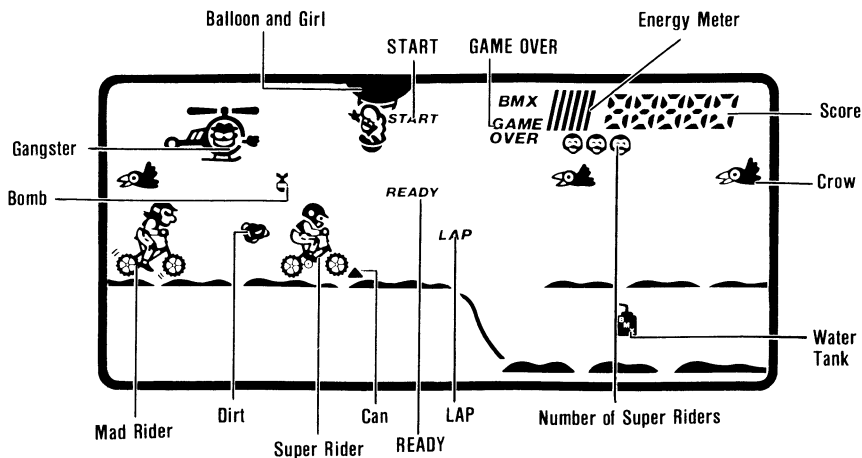
Before inserting or removing the batteries ensure that the power switch is on the OFF position.

Open the compartment cover and fit 4 x DURACELL MN1400 ALKALINE BATTERIES. (not included)

Please ensure that the batteries are fitted in accordance with the - and + markings in the compartment.

The game can be operated from the mains with a GRANDSTAND UNIVERSAL MAINS ADAPTOR, see page 4.

THE CHARACTERS ON THE GAME SCREEN



The Game



Control the BMX Rider so that he can clear such obstacles as Mad Riders, cans, gaps and bombs. A balloon sometimes appears, and by touching it the rider gains a bonus score. Comical music will accompany you to liven up this exciting BMX game.

How to Play

- 1 Turn the Sound Switch ON. (If you want to play in silence without the sound effects, turn the Switch OFF.)
- 2 Turn the Power Switch ON. The game will self demonstrate.
- 3 Push and hold any one of the Control Keys. The highest score in the memory will be displayed. Release the Control Key. You will hear a fanfare and the game starts. With READY the race number is displayed (e.g. P-01 as the first race). You have three BMX Riders at the start. Once the Power Switch is turned OFF, the highest score is erased from the memory and goes back to 0.
- 4 Every time the lap is reached the race is finished. The lap sign goes on and a fanfare will be heard. The game continues until you have no BMX Riders left.
- 5 When you run out of BMX Riders, a tone lets you know. The screen displays your score and then the number of races you have managed. Now, the game is over.
- 6 If you want to play again, go back and start from step 3. If you don't, make sure to turn the Power Switch OFF.

ENERGY METER

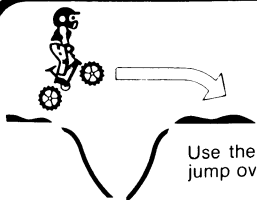
BMX



The number of pins indicates how much energy you have. The maximum is indicated by six pins. Six pins are given at the start of each race as well as after a fall from the bike. Jumping or throwing dirt takes one pin away. When all the pins have been used the rider cannot jump or throw dirt. Drinking water from the tank marked BMX earns two pins, touching the balloon earns one pin.



Push and hold the Wheelie Key or Jump Key as long as you want your BMX Rider jump. The bike automatically lands on the ground after jumping a certain distance.



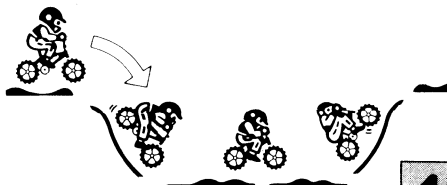
Use the Wheelie Key to jump over a small gap.

10
POINT



Use the Wheelie Key to clear cans

10
POINT



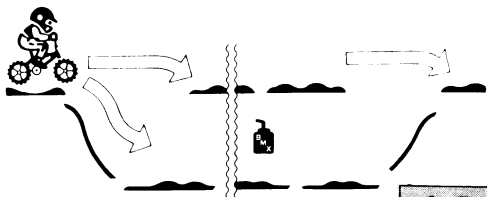
Use the Down Key to cope with a large gap. The BMX Rider automatically rides out.

10
POINT



Use the Dirt Key to get rid of a Mad Rider behind the BMX Rider

10
POINT



Pass a water supply area. The BMX Rider remains on the same level if you push the Wheelie Key. He drives downward if you push the Down Key.

10
POINT



Use the Jump Key and make the bike jump over a Mad Rider in front.

10
POINT



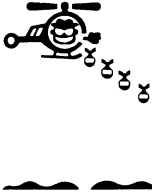
When the BMX Rider passes a water tank energy is supplied.

100
POINT



Bonus points are added to your score if you push the Jump Key and the BMX Rider touches the girl in the balloon.

100
POINT




The gangster drops bombs.
Make the BMX Rider avoid
them by pushing the
Wheelie Key, you
cannot gain any
points by doing so.



Be carefull
not to let
the rider hit
the crow.

- * There are 3 BMX Riders at the start. One Rider is added for every 10,000 points scored.
- * There cannot be more than Four Riders at any one time. Every time a Rider completes a lap the number of points obtained by the Formula (the number of pins x 100 points) will be added to your score.

(Example) 1180 +  (4 x 100) = 1580
POINT POINT POINT

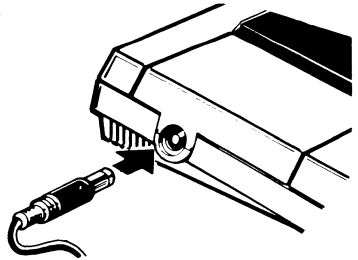
- * The highest score that can be displayed is 99990 points. Beyond this point, the score display goes back to 0, although the game can be continued.

ADAPTOR SOCKET

The game can be operated from the mains power supply with a GRANDSTAND UNIVERSAL MAINS ADAPTOR. The universal jack plug is different to that illustrated.

SELECT NEGATIVE POLARITY — ON THE ADAPTOR POLARITY SWITCH.

ALWAYS DISCONNECT THE ADAPTOR FROM THE MAINS WHEN IT IS NOT IN USE.



OPERATIONAL PRECAUTIONS

IMPORTANT

This is a precision electronic game and contains advanced components. Always keep the following precautions in mind.

- 1) To operate the game from the mains use a GRANDSTAND UNIVERSAL MAINS ADAPTOR. Using the wrong adaptor could damage the game.
- 2) Replace all the batteries with new ones whenever any of the following occurs
DISPLAY FAILS TO OPERATE PROPERLY
THE ILLUMINATION BECOMES DIM
ILLUMINATION BECOMES UNEVEN
- 3) DO NOT place the game where static electricity is generated EG. on top of a Television set or a Microwave oven etc.
- 4) DO NOT allow the game to get wet through spillage of liquids especially orange juice etc.
- 5) ONLY clean the game with a clean cloth, some cleaning liquids may cause damage.
- 6) DO NOT leave the game in direct sunlight or expose to extreme temperatures.
- 7) The built in illumination may cause the game to feel slightly warm, this is quite normal.
- 8) THIS ELECTRONIC GAME DOES NOT CONTAIN ANY USER SERVICABLE PARTS. PLEASE DO NOT DISMANTLE THE GAME.