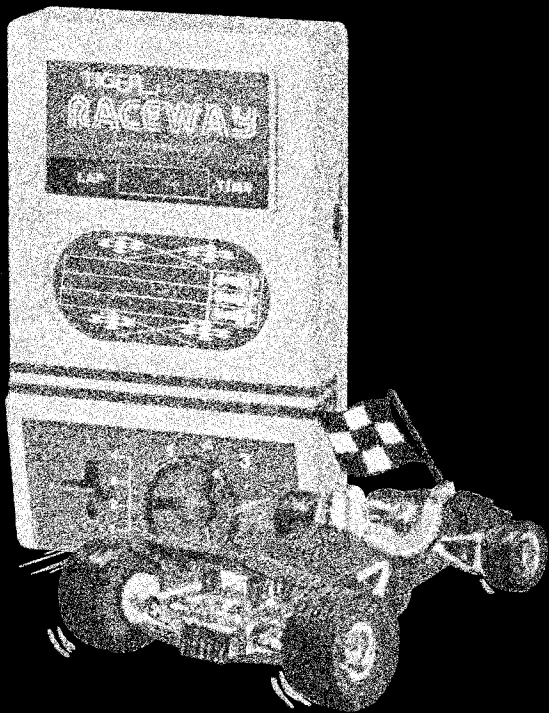


**TIGER** ELECTRONIC TOYS

# RACEWAY

COMPUTER RACE GAME



MODEL 7-450

TIGER ELECTRONIC TOYS

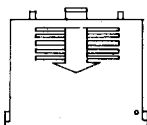
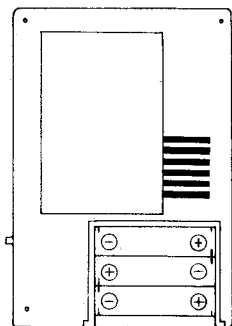
Division of Interstate Industries Inc., Mundelein, Ill. 60060

## PREPARATION FOR PLAY

**BATTERY:** Use 3 "AA" penlight batteries. To install batteries press and slide the battery cover out to remove.

**Install batteries:** Observing polarity as shown inside battery compartment.

**Replace cover:** Replace the cover by sliding it back into place.



## OPERATION

### OBJECT:

To complete 4 laps around the track within 99 time intervals. To accomplish this, you must steer your "car" to avoid collisions with other traffic.

The throttle can control speed to match your skill.

1. Slide the reset switch to start.
2. Move the throttle to the slow position (1) to start your car. Note: Your car will not start in any other position.
3. Use the lane steering wheel to move your car from lane to lane to avoid collisions.
4. Shift throttle to higher speed to match your skill. When shifting, a shifting/speed sound will be heard.
5. Each collision bumps your car back 1 space accompanied by a beeping sound.
6. The lap and time display will show your progress.
7. If you complete 4 laps within 99 time intervals, you win and a loud tone will be heard.
8. At the end of the race use the lane wheel to select:  
Lane 1-elapsed time  
Lane 2-blank display  
Lane 3-number of collisions.
9. To start a new race, slide the start switch to reset-throttle to position 1 and slide the reset switch to start.

**Note:** The reset switch must be placed in reset to turn the raceway off. However, if you forget, the computer will automatically switch to a stand-by mode after 90 seconds to conserve battery wear.

### **IMPORTANT NOTICE**

If the digital score readout or lights appear to be malfunctioning, this is first sign of battery wear. Fresh batteries should solve the problem. For longer battery life, use Alkaline batteries.

### **90 DAY LIMITED WARRANTY**

For 90 days from the date of purchase, ©Tiger Electronic Toys will repair or replace (at Tiger's option) any defect in material or workmanship. The purchaser is responsible for retaining proof of the purchase date.

©Tiger will not be responsible for defects caused by misuse, improper handling or unauthorized repair. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

During the 90 Day warranty period units which qualify for warranty may be returned with proof of the date of purchase to either the dealer where purchased or direct to ©Tiger Electronic Toys, 111 S. Washington Blvd., Mundelein, Illinois 60060. The unit must be safely packed, shipped prepaid and insured. The outside of the carton must be clearly marked IN WARRANTY.

After the 90 Day warranty period your defective unit may be returned to ©Tiger for repair or replacement (at Tiger's option) at a cost to you of \$10.00. This offer is good only for a period of one year from the original date of purchase. To obtain out of warranty service: (A) Repack the unit in its original carton. (B) Enclose proof of purchase date, (C) Enclose your \$10.00 check or money order. (D) Be sure to list your name and address, and (E) Mark the outside of the carton OUT OF WARRANTY SERVICE. Send to: ©Tiger Electronic Toys, 111 S. Washington Blvd., Mundelein, Ill. 60060.

[www.handheldmuseum.com](http://www.handheldmuseum.com)

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