

AGES 7 AND UP
1 PLAYER



THUNDER ROLLER™

*Driver
Handbook*

Hot Wheels® Thunder Roller™

Electronic Game Driver Handbook

Age 7+

**Pick a track.
Grab the wheel.
Then hit the gas!**

CONTENTS

Custom Hot Wheels® Collectible Car, Electronic Hot Wheels® Thunder Roller™ game unit and Instructions (3 "AA" batteries included.)

IMPORTANT:

If this product malfunctions, push in RESET or try new batteries.

Keep these instructions for future reference as they contain important information.

To exit demo mode press RESET or RE-LOAD Batteries.

FOR OPTIMUM PERFORMANCE GAME SHOULD BE USED IN NORMAL INDOOR LIGHTING. GAME MAY NOT FUNCTION PROPERLY IF USED IN DIRECT SUNLIGHT OR UNDER LOW LIGHTING CONDITIONS.

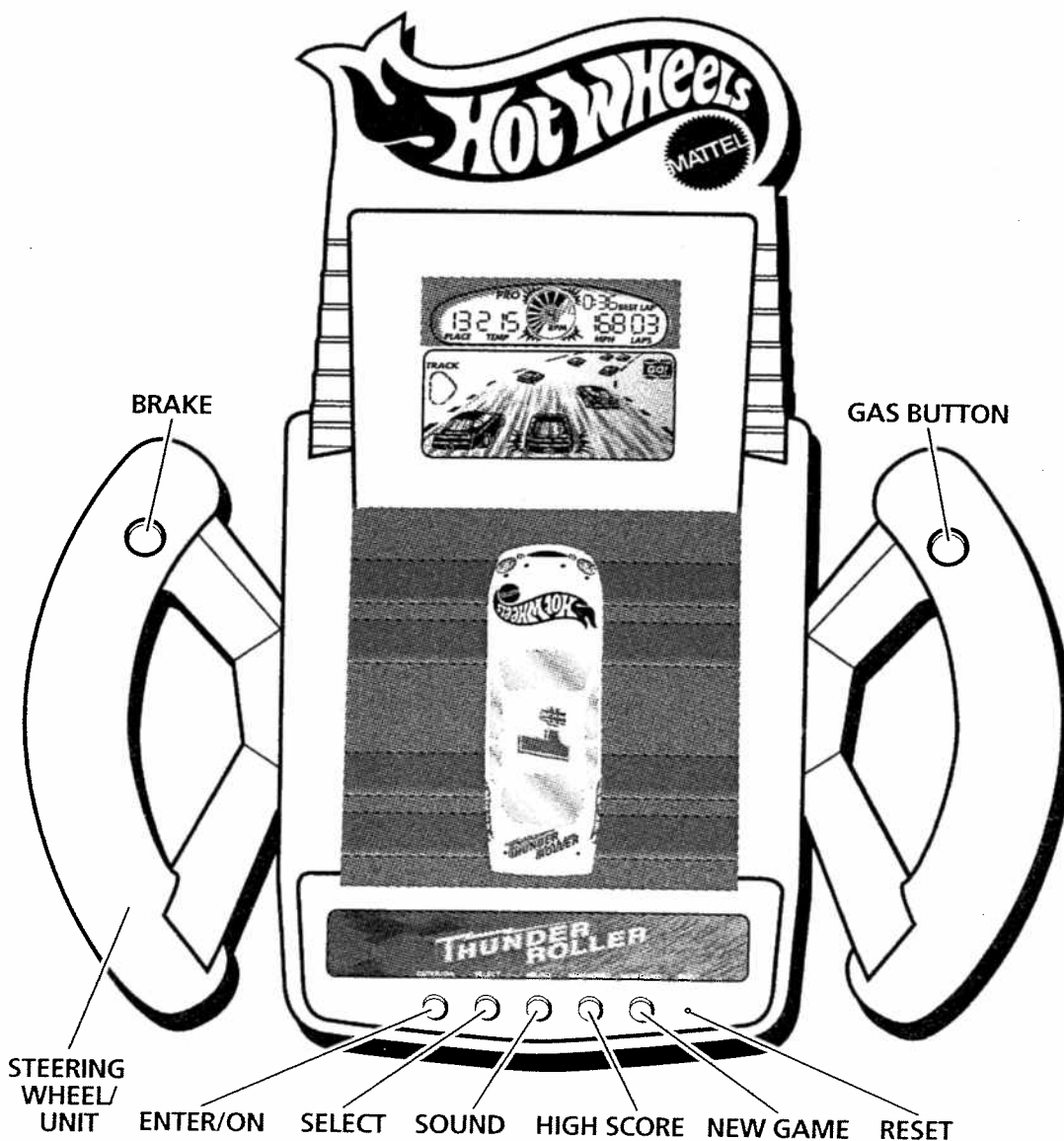
Colors and decorations may vary

- * Some Hot Wheels® cars may not work with this game
- * This product is not recommended for use on loose dirt or wet surfaces

A LOOK AT YOUR GAME UNIT

CONTROLS

ENTER/ON: Press to start the game and to set Pro or Rookie Driver levels & select track.



SELECT: Press to scroll between game options:
Driver levels & Race tracks.

SOUND: Press to turn the sound on/off.

HIGH SCORE: Press to see best lap time.

NEW GAME: Press at any time to start a new game.

RESET: Push with a ballpoint pen if your game unit is not working properly or to exit the demo mode.

GAS BUTTON: Press & hold GREEN button to accelerate. Release to slow down.

BRAKE: Press the RED brake button to slow your car down quickly.

STEERING WHEEL/UNIT: While racing use both hands to tilt the game unit in order to steer your car to the left, right or middle of the track.

SCREEN ICONS

DRIVER LEVEL: Flashes "ROOKIE" or "PRO" driver level options. (Top Left Screen)

TRACK MODE: Flashes four track options: Oval, Tri-oval, or two road courses. (Lower Left Screen)

PLACE: Indicates your position in the race (based on your average MPH). (Upper Left Screen)

TEMP: Engine temperature. Increases with speed and after each collision. (Center Left Screen)

RPM: Engine revolutions per minute. Increases as you speed up, decreases as you slow down.
(Center Upper Screen)

MPH: Speed at which your car is traveling. As MPH increase, so does your engine temp. (Center Right Screen)

GEAR SHIFT: Number 1-4. Shows you which gear you are in. (Center of RPM Gage)

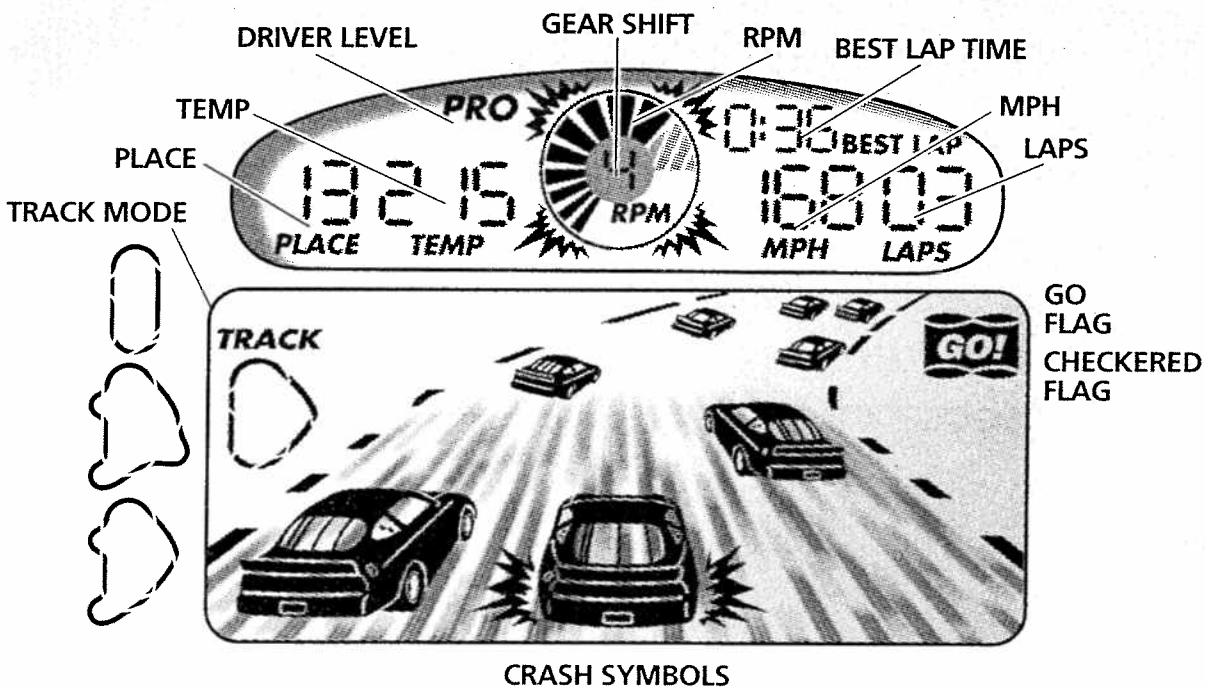
LAPS: Indicates the number of laps left in the race. (Upper Right Screen)

BEST LAP TIME: Indicates your best lap time of the race. (Upper Right Center Screen-Above MPH indicator)

CRASH SYMBOLS: Appear each time you crash. (Road Screen)

GO FLAG: Waves at the start of each race and after a crash to signal that racing has resumed. (Upper Right Road Screen)

CHECKERED FLAG: Waves as you cross the finish line. (Upper Right Road Screen)



THE WORLD OF HOT WHEELS® THUNDER ROLLER™!

Pick a track, grab the wheel and hit the gas! Use the car that comes with the game, or try one of your other Hot Wheels racing cars (SOME HOT WHEELS CARS MAY NOT WORK WITH THIS GAME) in this interactive racing game. Race to achieve your best lap, passing cars as you navigate the racetrack. With realistic racing sounds and your very own car to control, you'll feel like you're really racing! Choose your level, Rookie or Pro...Pick your track, wait for the countdown 3, 2, 1 and you're off!

OBJECT

Get behind the wheel of a real Hot Wheels™ race car and see if you can take the checkered flag and finish the race in first place.

ABOUT YOUR RACE CAR

Use the Custom Hot Wheels® racing car that comes with your game or try another of your favorite Hot Wheels® racing cars. (SOME HOT WHEEL CARS MAY NOT WORK WITH THIS GAME.) Place your car on the Thunder Rollers and you're ready to race.

WAKING UP THE GAME

To "wake" the game, press ENTER/ON. If no buttons

are pressed for 20 seconds, the game will go to "sleep mode."

STARTING A NEW GAME

At any time, even during a race, you can press **NEW GAME** to begin a new race. After pressing **NEW GAME** you will have to select a new driver & track mode again.

LET'S RACE!

1. STARTING A RACE

Press the **ENTER/ON** Button on the left side of the control panel.

2. CHOOSING A DRIVER LEVEL

"**ROOKIE**" will begin flashing on the left side of the racing screen. To scroll through level options press the **SELECT** Button. There are two driver levels: **Rookie** & **Pro**. **Pro** has more rival cars and more laps.

3. CHOOSING A TRACK MODE

Next select a track. Once you've selected your driver level the track choice icon will begin flashing. Choose from one of the following four options by scrolling through the tracks with the **SELECT**

Button: Oval, Tri-Oval, or two different Road Courses. When the track you want to race flashes on the screen, press the ENTER/ON Button again.

4. LET'S RACE!

Now you're ready to race. As soon as you select the track, the game will begin the count down to start the race. 3! 2! 1! Rev your engine by pressing the GREEN GAS Button on the right hand side of the steering wheel. When the GO! FLAG flashes on the right side of the screen, you're off and racing.

5. INTERACT WITH THE TRACK!

During the race, "your" car is your actual Hot Wheels® car, and the game screen is your windshield. You will only see the rival cars ahead of you on the track. You have to weave in and out for the best possible position. The game senses where you are on the rollers.

6. RACING TIPS

STEERING: Grab the steering wheel and tilt the entire unit to move your race car to the left, right or middle of the track to avoid collisions with other cars. You must keep your car on the rollers. If it slides off the game unit or off the rollers you

will crash on the screen. If your car slides off the rollers, replace your car on the game unit and press the gas to resume racing. You cannot resume racing unless car is on rollers.

GAS: Press the GREEN GAS Button on the steering wheel to gain speed and release for a gradual slow down. As your car accelerates it will automatically shift gears (there are 4 gears). RPM's will increase as you gain speed as will the TEMP of your radiator. Your RPM gage is located in the center of your game screen and the TEMP gage is located on the lower left side of the screen. Both will decrease as you slow down.

BRAKE: Press the RED BRAKE Button on the left side of the steering wheel to slow down fast.

7. AVOID COLLISIONS

If you crash into another car you'll see the crash symbol flash on the screen and your car will slow down. Crashing will also make your engine TEMP rise. Don't let it overheat! **If you crash 8 times during the race, you will have done too much damage to your car, and you will be out of the race.** All the crash symbols will flash on the screen and the race will automatically stop.

8. WATCH YOUR MPH & TEMP LEVELS

MPH is your speed. The longer you hold the GAS Button, the faster you'll go, until you reach a top race speed of 160 in Rookie mode & 213 in the PRO mode! The faster your average speed, the better you will place in the race. As your speed increases, so does your engine TEMP.

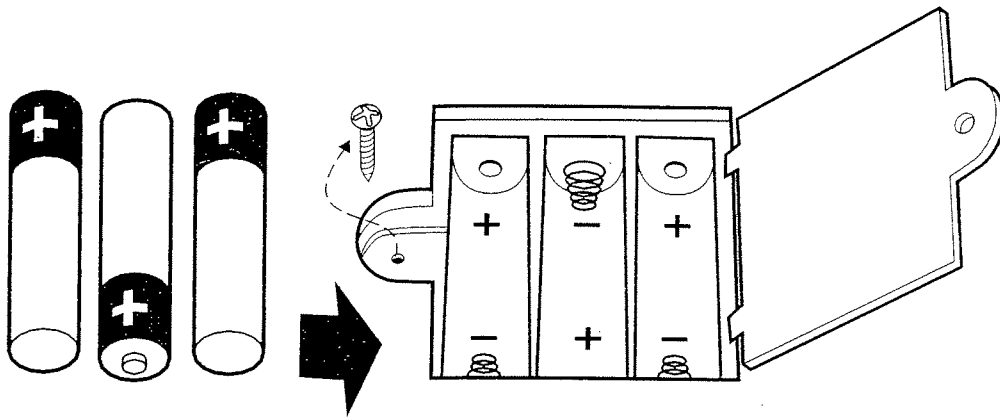
9. ENDING THE RACE

At the beginning of each race the lap counter on your screen is set at the number of laps in the race. It counts down for each lap you complete. If you finish the race (complete the required number of laps), you will take the checkered flag. Your car will stop automatically and your finish place, best lap time and average MPH will be displayed on the screen. This is the end of the race. Your starting position in future races will improve based on past performances.

HOW TO REPLACE BATTERIES

HOT WHEELS® Thunder Roller™ requires 3 "AA"-size Batteries (included). Batteries included are for sales demonstration only, and battery life may be impaired. For longer life, batteries should be replaced with alkaline batteries.

1. Unscrew battery compartment cover with a Phillips screwdriver (not included) and lift open.
2. Install 3 "AA"-size Alkaline Batteries in compartment as shown.



BATTERY CAUTION

1. Do not use rechargeable batteries.
2. Non-rechargeable batteries are not to be recharged.
3. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
4. Never mix old batteries with new batteries (replace all batteries at the same time).
5. Be sure to insert batteries correctly and always follow the toy and battery manufacturer's instructions.
6. Only batteries of the same or equivalent type as recommended are to be used.
7. Always remove old or dead batteries from the product.
8. The supply terminals are not to be short-circuited.
9. Check that the contact surfaces are clean and bright before installing batteries.
10. Replace batteries when onscreen characters begin to fade.
11. Dispose of batteries safely.

FCC STATEMENT

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.
- Consult the dealer or an experienced radio/TV technician for help.

2- YEAR LIMITED WARRANTY

Mattel, Inc. warrants to the original consumer purchaser that this product will be free from defects in material or workmanship for 2 years (unless otherwise specified in alternate warranties) from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase, postage prepaid, to Consumer Adjustment Center, 15930 E. Valley Boulevard, City of Industry, CA 91744 for replacement or refund at our option. This warranty does not cover damage resulting from accident, misuse or abuse. **VALID ONLY IN U.S.A.** This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Send only the product to the address above. Send all correspondence to Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245-5012, U.S.A. Or you may phone us toll-free at 1-800-524-TOYS, Monday through Friday: 8:00 a.m.-5:00 p.m. PST (11:00 a.m.-8:00 p.m. EST).

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CONSUMER INFORMATION

MATTY MATTEL™ toys



YOU CAN TELL IT'S MATTEL! CALL us toll-free or write with any comments or questions about our products or service. Monday-Friday, 8:00 a.m.-5:00 p.m. PST; 11:00 a.m.-8:00 p.m. EST. Outside U.S.A., see telephone directory for Mattel listing. Consumer Affairs, Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 USA

1 (800) 524-TOYS



CONFORMS TO THE SAFETY
REQUIREMENTS OF ASTM F963.

We are dedicated to quality products.

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