

MODEL 2812 • NASCAR® SPEEDZONE™
For 1 player / Ages 8 and up

INSTRUCTION MANUAL

OBJECT OF THE GAME

This game consists of an 8-race NASCAR circuit. After racing on the first track, you will advance to the second track, and so on, until you have completed all 8 tracks. Before each race, you must run a qualifying lap to determine your starting position in the race. The game also contains a practice mode in which you can practice on any of the 8 tracks. The goal is to place 1st on each track to maximize your score.

GETTING STARTED

Hold the game with one hand on the steering wheel and the other on the red-colored stationary base near the gear shifter. The game has been designed for steering with a player's right or left hand.

On the hand which is holding the steering wheel, use your thumb to control the accelerator (green button marked "A") and brake (red button marked "B").

During a race, you can steer your car by turning the steering wheel to the left or right. Your car on the LCD has the number "00" on the screen.

mode change in the lower left corner of the screen. When the desired type of race is displayed, press C.

SELECT TRANSMISSION MODE

Next, the computer asks you if you want to run in Automatic Transmission ("AT") or Manual Transmission ("MT"). The currently selected transmission is shown on the RPM display. Move the gear shifter to the left (if you want to select automatic transmission, see "AT" flashing). Move the gear shifter to the right to select manual transmission (you should see "MT" flashing). Press ON/ENTER to start the race. You will see "GO" and the race starts.

PRACTICE MODE

You can practice driving any of the 8 tracks in the practice mode. To start the practice mode, press ON/ENTER for 2 seconds. You will see "CHAMPIONSHIP" in the lower-left corner of the screen. Turn the gear shifter and it will change to "PRACTICE". Press ON/ENTER and "PRACTICE" will flash in the lower-right corner of the screen. To select a different track, turn the steering wheel until the LCD is showing the track number. Press ON/ENTER. Select the transmission mode by moving the gear shifter as explained above. Press ON/ENTER again to start.

CHAMPIONSHIP MODE

The object of this racing mode is to qualify on the first track, and get the highest score on the second track.

To start the Championship race, press NEV for 2 seconds. You will see "CHAMPIONSHIP" flash in the lower-left corner of the screen. Press ON/ENTER. Select the transmission mode by moving the gear shifter as explained above. Press ON/ENTER again to start racing.

You will receive bonus points for placing 1st in the top three positions, you will also receive bonus points for each bar remaining in each of your laps.

QUALIFYING

Before each race in Championship mode, you must qualify. To qualify, you must drive around the track as quickly as you can. Your time will determine your position in the actual race. After qualifying begins, your starting position will be displayed on the track map.

GEAR SHIFTER

After starting a new game, you will see either "AT" or "MT" flash on the screen. These stand for "Automatic Transmission" and "Manual Transmission". To select the AT position (shown on the diagram above), move the shifter to the left. To select the MT mode, move the shifter to the right.

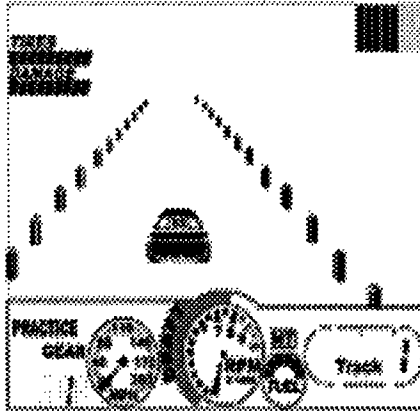
"63" on the rear window.

STARTING A NEW GAME

Press **ON/ENTER** ("A") to wake the unit (NOTE: There is no "OFF" button. The game shuts off by itself after about a minute of inactivity).

Press **NEW GAME** (for 2 seconds) to start a new game.

You will have a choice of two racing modes: "**CHAMPIONHIP**" or "**PRACTICE**". If you turn the steering wheel to the left or right, you will see the game



If you choose to race in AT mode, you do n gears as you drive. If you choose to race in want to shift (with you thumb) just as you w car - start out in 1st and when your RPM ga line area, you must shift or you will cause d engine.

The red light in the middle of the RPM guage will turn on to warn you of the potential damage.



PIT STOPS

If your Tires, Damage, or Fuel gauges are low, look for the "PITS" sign on the left side of the screen.

When you see the pit

area, steer to the left to enter. If you see the red light in tl RPM gauge flash, you need to make a pit s possible.

PAGE 2 OF 2

FUEL GAUGE

Your fuel gauge tells you how much fuel is remaining in your car. If it gets too low it will flash, warning you to make a pit stop as soon as possible.

TIRE WEAR METER

Shown in the top-left corner of the screen, the tire wear meter tells you how much rubber you have left on your tires. Tire wear occurs when you go around the corners very quickly and you can hear the screeching of your tires. When your tire wear meter gets low it will flash, signalling you to make a pit stop as soon as possible.

DAMAGE METER

Also shown in the top-left corner of the screen, this meter tells you how much damage your car can handle. Damage occurs when you bump other cars or the wall -- or when the engine's RPMs are in the red area for extended periods of time. When this meter is full, your car can handle any damage, but with each hit your car is weakened. When you damage meter gets low it will flash, signalling you to make a pit stop as soon as possible.

CRASHING

As you are goin through turns, if you are traveling at a high rate of speed and you bump the wall more than once without letting off the gas, your car will flip up into the air in a spectacular crash. To keep this from happening, try tapping your gas button (the **ON/ENTER** "A") as you go through the turn rather than simply holding it down.

DRAFTING

Drafting occurs when you are directly behind another car and

2. Insert 2 AA-size batteries (we recom making sure to align the + and - with plastic.

ADULT SUPERVISION IS RECOMM CHANGING BATTERIE

CAUTION:

- As with all small batteries, tl included with this game sho from small children who still their mouths. If the battery is promptly see a doctor.
- Be sure you insert the batter always follow the game and manufacturers' instructions.
- Battery may leak if improper explode if recharged, disass heated.

This device complies with Part 15 of the Ft is subject to the following two conditions (1 cause harmful interference, and (2) this de interference received, including interferenc undesired operation.

Warnings: Changes or modifications to th approved by the party responsible for com the user's authority to operate the equipme

take advantage of the decreased wind resistance. This happens quickly and it makes passing easier because you can "sling shot" by the car you are drafting behind. If you watch closely, you will see the draft meter dots turn on around the RPM gauge, showing you the amount of draft you have obtained.

FLAGS

During a race, you will see either the green or the yellow flags "waving" in the top right corner of the race. If the green flag is waving, conditions on the track are perfect, so you can race as fast as you want. If the yellow flag is "waving", it means there is a wreck occurring and you should try to avoid it.

BUTTON FUNCTIONS

NOTE: There is no "OFF" button. The game shuts off by itself after about a minute of inactivity.

ON/ENTER (A)

Press to wake up the unit. Press again after game mode, shifting mode or track selections have been made. During a race, this is the accelerator or "gas" button.

BRAKE (B)

Press to slow down quickly or stop.

BEST LAP / HIGH SCORE BUTTON

Press to see the highest score played on the game. Press again to see the fastest lap time run on the game. These will be erased when the computer is reset or the batteries replaced.

PAUSE BUTTON

Press to pause time.

SOUND BUTTON

Press to turn sound on or off.

REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two (2) AA-size batteries. Install the batteries as follows:

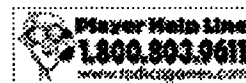
1. Remove the screw on the battery compartment door on the stock of the unit. Slide the battery cover out. Remove the old batteries.

NOTE: This equipment has been tested ar with the limits for a Class B digital device, of the FCC Rules. These limits are design reasonable protection against harmful inter residential installation. This equip-ment ge can radiate radio frequency energy and, if used in accordance with the instructions, r interference to radio communications. How guarantee that interference will not occur i installation. If this equipment does cause h to radio or television reception, which can l turning the equipment off and on, the user to correct the interference by one or more measures:

- Reorient or relocate the receiving an
- Increase the separation between the receiver.
- Connect the equipment into an outle different from that to which the rece
- Consult the dealer or an experience for help.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or
- Keep the game away from moisture extremes.
- Do not disassemble the game. If a press the reset button. If problems and replace the batteries - or try ne problems still continue, consult you replacement instructions.
- Only batteries of the same or equiv recommended are to be used.
- Do not mix alkaline, standard (carb. rechargeable (nickel-cadmium) bat
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rect
- Remove any exhausted batteries fr
- The supply terminals are not to be :
- Batteries are to be inserted with the



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