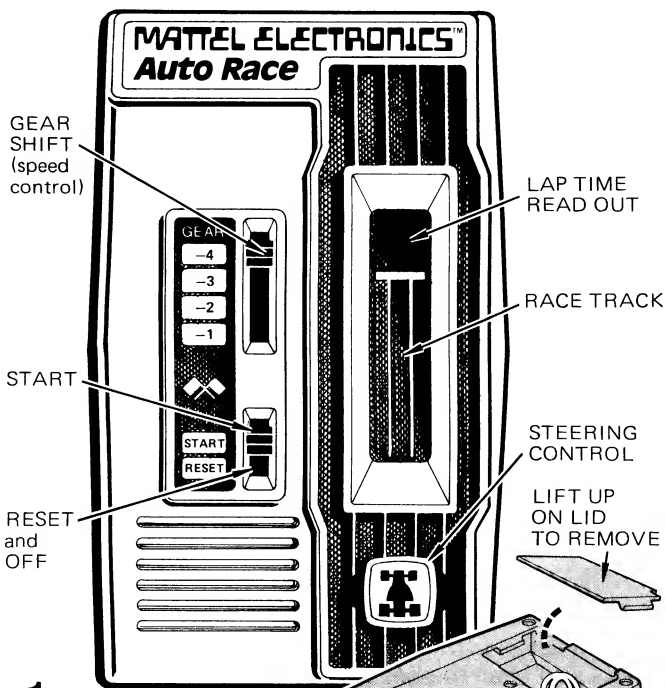




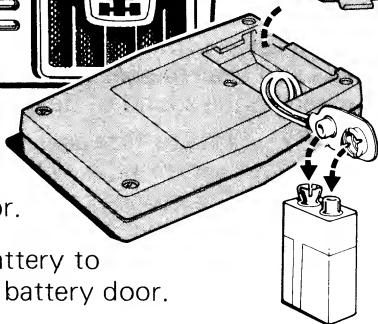
MATTEL ELECTRONICS™ *Auto Race* GAME INSTRUCTIONS



1

Turn Auto Race over, face down. Remove battery door.

Attach one 9-volt battery to connector. Replace battery door.



OBJECT OF THE AUTO RACE GAME.

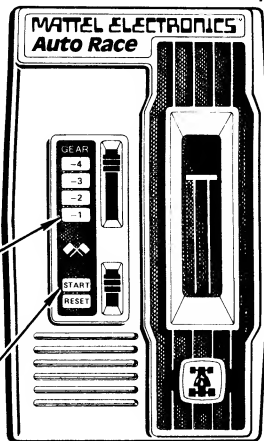
Race your car up the track avoiding collisions with on-coming cars. Complete 4 laps in 99 seconds or less

LET'S HAVE A TRIAL RUN.

FIRST — shift into first gear.

Important: Game will not start unless you start in first gear (set gear switch to #1)

SECOND — start your motor (push switch to start).



Your car is the blip of light that starts at the bottom of the track and moves UP to the top. The collision cars start at the TOP and move DOWN to the bottom.

Steer your car with the steering control. Steer right or left to avoid a collision with oncoming cars. You may drive in any of the 3 lanes.

If you collide with the oncoming cars, you may be penalized back to the starting line losing valuable time. If you have a collision, switch driving lanes quickly for fewer penalties.

After you have completed one lap your car will automatically return to the starting line, ready for the next lap.

RULES of the Auto Race game are: Complete 4 laps in 99 seconds or less.

WINNER: Complete 4 laps in 99 seconds or less and hear the beeping sound of victory. Or listen to the sound of defeat.

RACE: Shift to first gear (set gear switch to #1), start your motor. Car will automatically move forward. Steer your car UP the track and the race is on. Shift to higher gears to vary the speed and gain valuable time. Steer to another lane or shift down to a lower gear to avoid collisions. Be a winner. Complete 4 laps within 99 seconds or less.



RACE AGAINST THE CLOCK!

Complete 4 laps in the shortest possible time.

RACE AGAINST YOURSELF!

Write down your best time for 4 laps. NOW! Try to beat your own best time.

RACE AGAINST AN OPPONENT!

Decide on the number of races (4 laps to a race) that each driver must complete. The shortest time is the winner.

TEST YOUR RACING SKILL Test your skill as a racing driver. Drive 4 laps, compare your time with the ones listed below. How did you do? Are you a World Champion? Or just an Amateur?

Under 30 seconds — World Champion Driver

30-45 seconds — Professional Driver

45-55 seconds — Showing Potential

55-65 seconds — Still an Amateur

65-75 seconds — Stick To The Highways

75 or more seconds — Leave Car In Garage



90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned pre-paid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250 (see next page for mailing instructions).

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to **MATTEL ELECTRONICS REPAIR CENTER.**

(continued on back)

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE-OF-PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

1

Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around it and tie securely.

2

Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Don't forget to also show your return address.

3

Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclose your check or money order for \$10.00 as payment for the repair service.

www.handheldmuseum.com

IMPORTANT NOTICE

If the blips of light representing cars or the Digital Timer appear to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem.