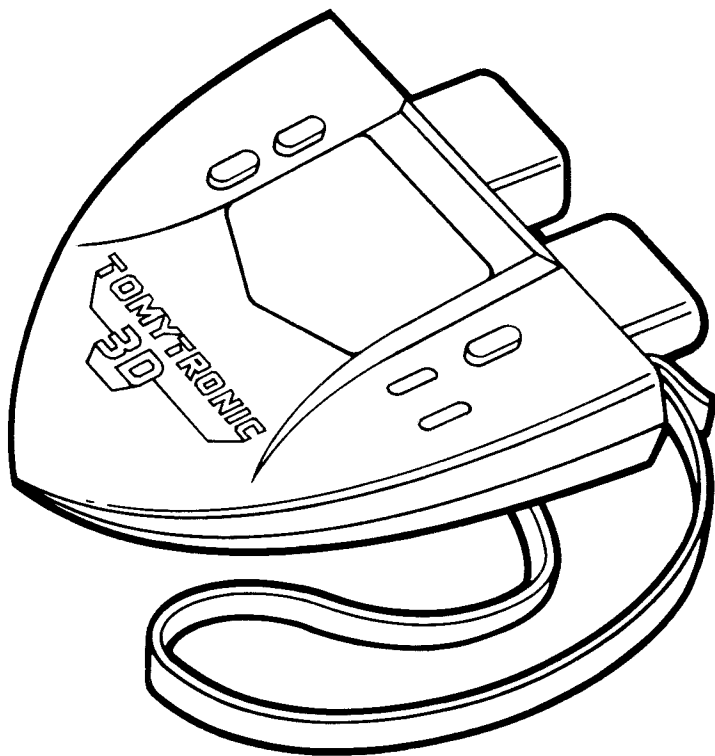


NO. 7617

TOMYTRONIC[®] 3-D

THUNDERING TURBO[™]

INSTRUCTIONS



TOMY[®]

INSERT BATTERIES

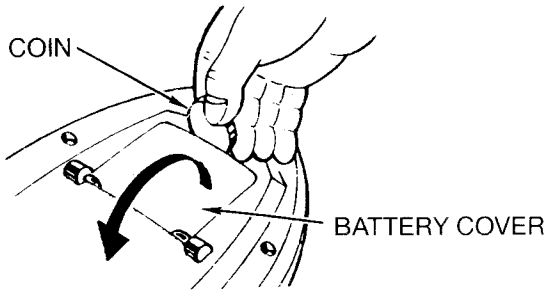


ILLUSTRATION 1

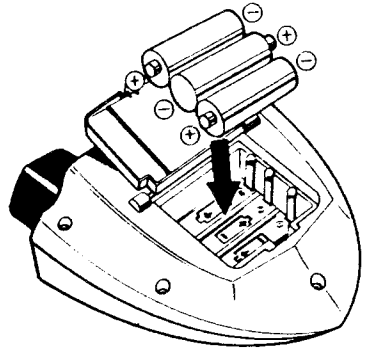


ILLUSTRATION 2

Turn game over and open the battery compartment with a coin. Insert three "AA" size batteries, making sure that the \oplus and \ominus sides are facing in the right directions. When batteries are inserted, game automatically turns on. See illustrations 1 and 2. Batteries not included.

ATTACH STRAP

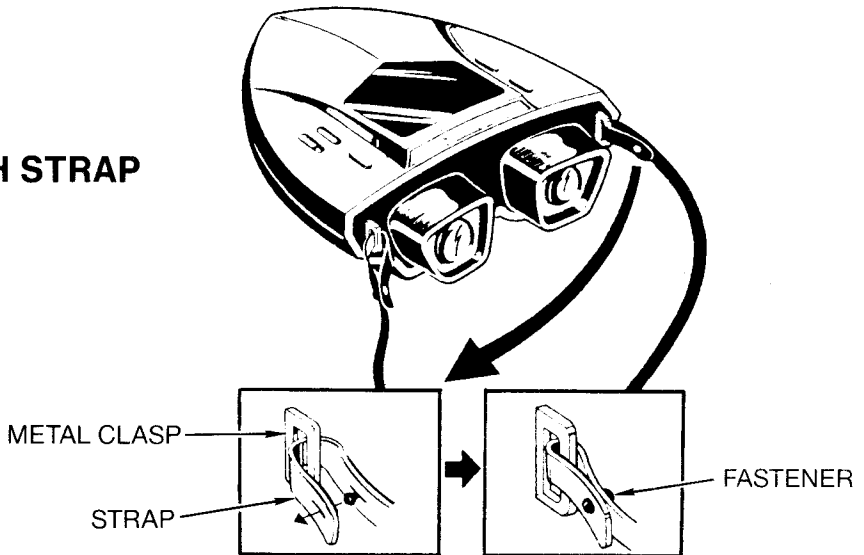


ILLUSTRATION 3

A strap and 2 fasteners are included with the game. Use the fasteners to attach both ends of strap to metal clasps on viewer. See illustration 3.

OBJECT OF THE GAME

Drive your own race car down a 3-dimensional, high-speed race track. Try to outrun as many jam cars as possible before your time runs out.

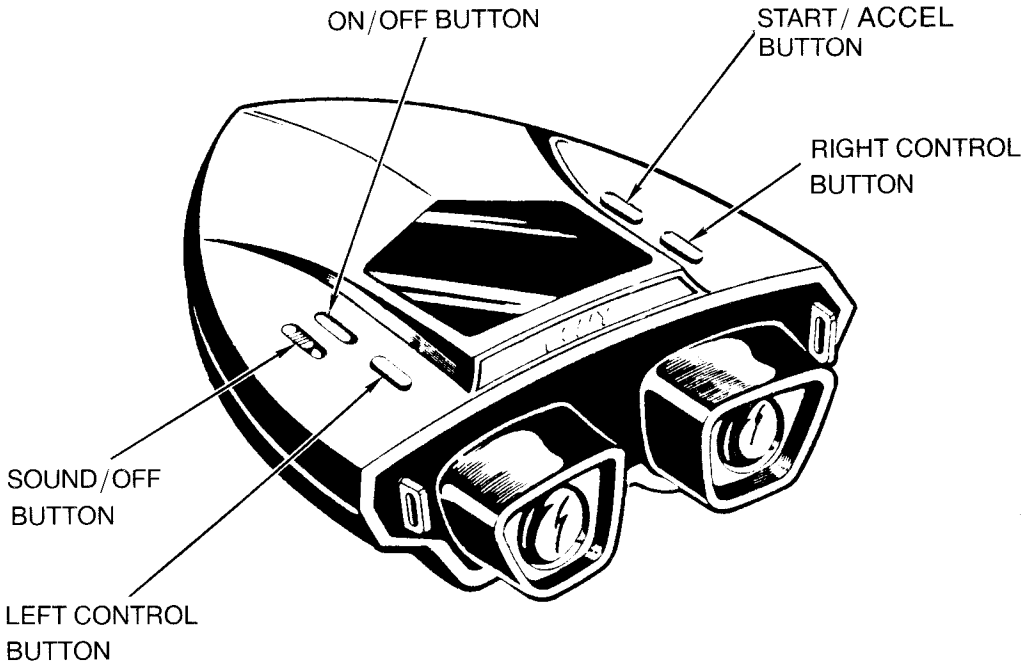


ILLUSTRATION 4

HOW TO PLAY

NOTE: Always play the game in a well-lit place. Do not cover the “skylight” panel with your fingers or the screen will become hard to see.

Press recessed ON/OFF button to turn game on. (When batteries are inserted, the game automatically turns on.) If you wish a fanfare accompaniment to your game, switch SOUND button from ‘Off’ to ‘Sound.’ See illustration 4.

Press the ACCEL button. The highest score made on your THUNDERING TURBO since the batteries were inserted appears on the screen. (If you remove batteries, the highest score is permanently erased.) When you release the ACCEL button the score returns to ‘0,’ a fanfare sounds, and all 3 of your race cars appear at bottom of screen. See illustration 5.

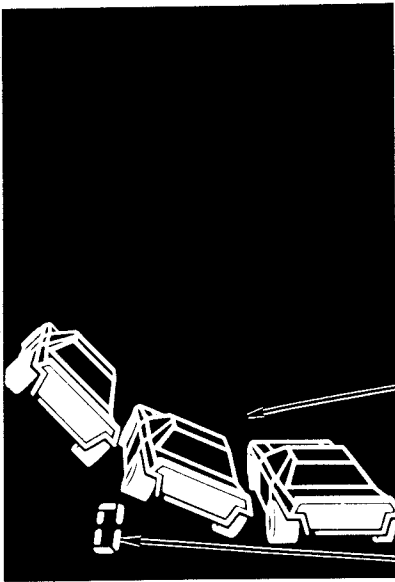


ILLUSTRATION 5

YOUR CARS

SCORE



JAM CARS

FENCE

ILLUSTRATION 6

In a few seconds, the 2 reserve cars disappear and your remaining car waits on the starting line for the end of the countdown: 3-2-1-0. When the countdown is over, jam cars appear on the track and the race begins. Try to outrun the jam cars with your car to score points.

The race track has 3 lanes. You can move your car to the right by pressing the RIGHT control button, and to the left by pressing the LEFT control button. The faster you press the RIGHT and LEFT control buttons, the faster your car changes lanes.

You can accelerate your car by pressing the ACCEL button. If you keep the ACCEL button pressed down, the speed of your car increases. If you release the ACCEL button, your car slows down. The feeling of speed comes from the passing fence and the sound of the engine. See illustration 6.



ILLUSTRATION 7

Jam cars appear in all 3 lanes. In the right lane, jam cars move at slow speed; in the middle lane, at moderate speed; and in the left lane, at high speed. If you change lanes but are moving slower than the jam cars in that lane, you may be hit from behind by a jam car. Once you are traveling in a lane, however, no jam cars will hit you from behind.

If you crash into a jam car, your car will be destroyed. Dodge the jam cars by adjusting your speed and changing lanes quickly. If you crash, the wreck appears on the screen. See illustration 7. Then your reserve cars are displayed, followed by your next car, and the game continues.

SCORING

You get 1 point for every jam car you pass, and lose 1 point for every jam car that passes you. Your score appears in the lower left corner of the screen.

A game consists of 3 races. Each race lasts about 100 seconds. You start out with 3 cars. If you lose all 3 cars during any of the three races, the game is over. But if you still have 1 or 2 cars left at the end of a race, you begin the next race with 3 cars. At the end of each race, your score is doubled.

About 20 seconds before the end of each race, you will see six lights on the fence instead of two. This tells you that the race is almost over.

The game is over when all 3 of your cars crash during one race, or when all 3 races have been completed. To start a new game, press the ACCEL button.

SKILL LEVEL

The skill level increases after each race is completed. Play is easy in the beginning, but the game becomes more difficult with each level. The number of jam cars increases, but the rules remain the same.

TAKING CARE OF THE GAME

Be sure to turn the viewer off when you are finished playing. To avoid accidental shut-off, the viewer is designed so it cannot be turned off while a game is in progress. Wait until the game is finished to press the ON/OFF switch. To protect the batteries, the game is designed to shut off automatically if it is not played for 3 minutes.

THUNDERING TURBO uses a micro-processor, so handle it carefully. Don't expose it to excessive cold or heat. Avoid getting it wet or dirty, and don't take it apart. To avoid dropping the game, always slip the strap around your neck before playing. Remove batteries if they are dead, or if you plan to store the game.

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