

# Virtual RACING™



MODEL 9952 • VIRTUAL RACING™  
For 1 player / Ages 8 and up

## INSTRUCTION MANUAL

### OBJECT OF THE GAME

This game consists of an 8-race 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").

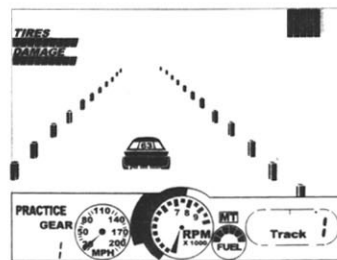
During a race, you can steer your car by turning the steering wheel to the left or right. Your car on the LCD has the number "63" on the rear window.

### 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: "CHAMPIONSHIP" or "PRACTICE". If you turn the steering wheel to the left or right, you



will see the game mode change in the lower left corner of the screen. When the desired type of race is displayed, press **ON/ENTER**.

### SELECT TRANSMISSION MODE

Next, the computer asks you if you want to race using Automatic Transmission ("AT") or Manual Transmission ("MT"). The currently selected transmission mode is shown flashing next to the RPM display. Move the gear shifter to the AT position (far left) if you want to select automatic transmission (you should see "AT" flashing). Move the gear shifter to position "1" to select manual transmission (you should see "MT" flashing). Press **ON/ENTER** to start the race. You will hear 3 tones before the race starts.

### PRACTICE MODE

You can practice driving any of the 8 tracks when you select the practice mode. To start the practice mode, press **NEW GAME** for 2 seconds. You will see "CHAMPIONSHIP" flashing in the lower-left corner of the screen. Turn the steering wheel and it will change to "PRACTICE". Press **ON/ENTER** and "TRACK 1" will flash in the lower-right corner of the screen. To change to a different track, turn the steering wheel until the desired track is showing. Press **ON/ENTER**. Select the transmission mode you desire by moving the gear shifter as explained earlier. Press **ON/ENTER** again to start.

### CHAMPIONSHIP MODE

The object of this racing mode is to qualify and then race on each of the 8 tracks, and get the highest score possible.

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

You will receive bonus points for placing 1st, 2nd or 3rd. If you finish in the top three positions, you will also receive bonus points for each bar remaining in each of your gauges.

### QUALIFYING

Before each race in Championship mode, you must "QUALIFY". To qualify, you must drive around the track once to see how quickly you can run on the course. Your time will determine your position in the actual race. After qualifying, the race will begin. Your starting position will be displayed on the inside of the track map.

### GEAR SHIFTER

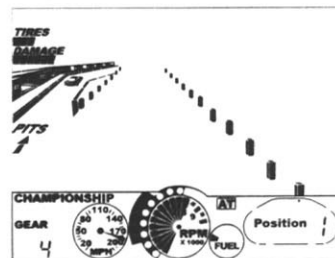
After starting a new game, you will see either "AT" or "MT" flashing on the screen. These stand for "Automatic Transmission" and "Manual Transmission". Move the shifter to the AT position (shown on the diagram above the shifter) to choose AT mode. Move the shifter to the 1st gear position to choose the MT mode.

If you choose to race in AT mode, you do not need to change gears as you drive. If you choose to race in MT mode, you will want to shift (with your thumb) just as you would with a regular car - start out in 1st and when your RPM gauge reaches the red-line area, you must shift or you will cause damage to your engine.

The red light in the middle of the RPM gauge 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 the middle of the RPM gauge flash, you need to make a pit stop as soon as possible.



### 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 your damage meter gets low it will flash, signalling you to make a pit stop as soon as possible.

### CRASHING

As you are going 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") button as you go through the turn rather than simply holding it down.

### DRAFTING

Drafting occurs when you are directly behind another car and 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.

### NEW GAME BUTTON

Press for 3 seconds to start new game.

### 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.

2. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

## CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** 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.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

## MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and reinstall the batteries - or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.



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